Official Sega
Dreamcast™ Magazine
NEW!
Issue 2 November 1999

FACE OFF!

- Soul Calibur
- Power Stone
- Virtua Fighter 3tb
- Marvel vs. Capcom
- Street Fighter Alpha 3
- Mortal Kombat Gold

EVERY fighting game RATED! We pick the one you MUST own!

23 New Games Reviewed Inside!
Including: Soul Calibur
Ready 2 Rumble
Blue Stinger
TrickStyle
& NFL 2K!

KILLER TIPS!

Soul Calibur
Power Stone
Unlock ALL the secrets — we show you how!

PLUS!

We road-test Yu Suzuki's amazing FERRARI coin-op

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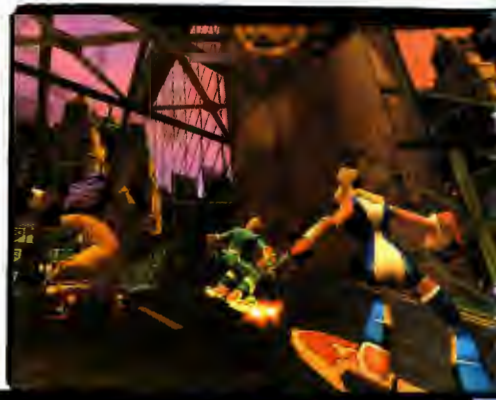
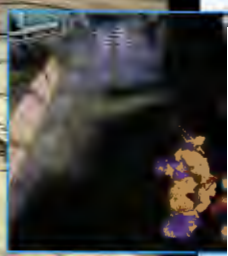
INSIDE: MDK2, Planet of the Apes (and more!) revealed!

The Sicker the trick, the sweeter the win.



actual game screens



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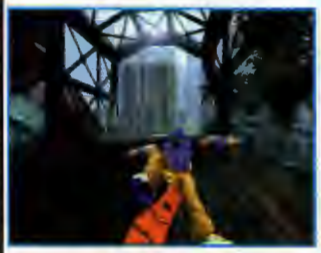

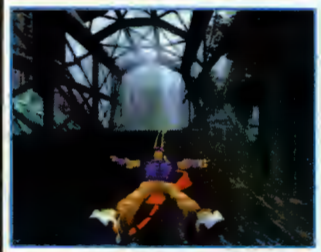

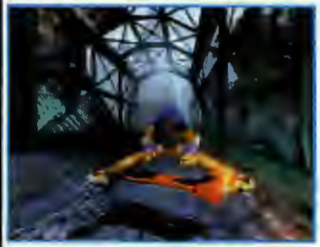

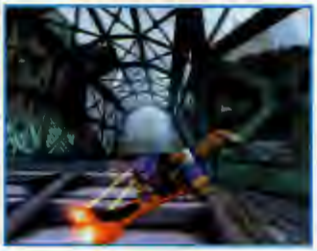

If you wanna get your swerve on, you wanna get into TrickStyle. That's where you go up against the best in the world in an all-out, no-for-sure race where the only rule is to win. But you gotta win with style. So practice at the Velodrome until you've got the skills to pound your opponents right into last place. Then you can drop some sick 720° spins, method grabs and barrel backflips. And out-race and out-stunt your opponents right into the winner's circle. And since TrickStyle is powered by the revolutionary Dreamcast game console, it looks and plays better than anything you've ever seen. So go grab some air. Feel the speed. And trick your way into the next millennium.

1999 BEST DREAMCAST RACING GAME ign.com E3 EXPO

Winner, Best Racing Game.

CLOCKWISE FROM THE TOP RIGHT.
BRONX SLAM. ZAK T. LAYS DOWN THE SICK HEELFLIP LUGE INTO A LUGE 360 AND FINISHES WITH A HEADSPIN FLIP.

EVERYONE E CONTENT RATED BY ESRB

criterion studios

Sega Dreamcast™

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smells like dream spirit...

Congratulations on buying Issue 2 of the Official Sega Dreamcast Magazine. You've made the right choice. And if you've already bought your Dreamcast, you've made the right choice twice. Good call. You're not alone. According to Sega, by the time you read this, there will be over 350,000 Dreamcasts in American homes. And by the time you finish reading this, there will be another few hundred more, and by the time you finish reading this magazine... well, you get the idea. This thing is going to be big.

Every week, more exciting new games are announced, and the release list swells. This issue alone, we feature more than fifty new Dreamcast titles, and review over twenty more. Games like Namco's incredible *Soul Calibur* (reviewed on page 92) and Sega's own *Shenmue* raise a sly middle finger to the aging 32bit competition (and even their much-vaunted successors) and then poke them squarely in the eye with it. The Dreamcast bullet-train has left the station and is accelerating toward the millennium at a speed that would leave William Shatner fumbling to keep his rug within transporter range. Readers of this magazine are ensured a seat in First Class, so put your feet up and enjoy the ride. As you can see, there's even a pool...

Simon Cox
Editor in Chief

CONTENTS

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DC DIRECT
Dreamcast News Network

This issue: **DCM** goes hands-on with Sega's stunning *Shenmue*; *Tekken Tag Tournament* closer to reality; loads of new game announcements; and a whole lot more. **12**

REGULARS

D-Mail
We wiggle our way out from under a veritable landslide of Issue One mail. Phew! **8**

Special Report
A game where apes evolved from men? Fox Interactive revisits the *Planet of the Apes*. **42**

Fantasy Zone
Exclusive interview with the creators of *Eternal Arcadia* –plus loads of screens! **20**

Team Battle
Something fishy is up at our office, and its name is *Seaman*. **88**

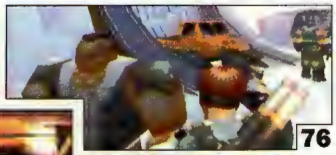
Arcade Zone
Behind the wheel of Yu Suzuki's awesome racer *F355 Challenge*. **24**

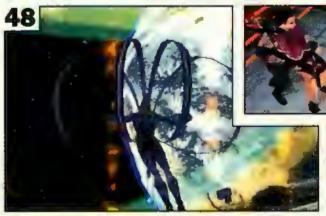
DC Nation
Reportage from Sega's wild Sonic look-alike contest and more! **118**

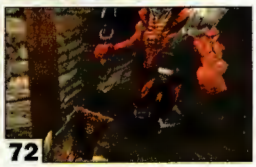
Profile
Visual Concepts president Greg Thomas talks *NFL 2K* and the future of Sega's internal development. **28**

End Zone
Win a Sega *World Series '99* coin-op and find out what's in store for Issue Three of **DCM**. **120**

COMING SOON
Preview Zone







MDK2 48
WWF Attitude 52
Red Dog 56
NBA Showtime 56
Extreme Boarders 58
Toy Commander 62
Castlevania 63
Soul Fighter 68
Draconus 72
Fighting Force 2 76
Wild Metal 86
Suzuki Alstare Racing . 86

FEATURE

The Time Tunnel

Jump head-first into the whirling vortex of our extensive investigative feature on the history of Sega – the games, hardware, people, and strange yet true facts behind Dreamcast's proud parent. **34**

TEST ZONE

In-depth Reviews

Super Test:

Face Off!

Six formidable fighters square off in the ultimate in-depth test of videogame brawling mettle. When the dust clears, there can be only one true champion– we tell you which fighter you simply must buy! **92**

Soul Calibur
Virtua Fighter 3tb
Power Stone
Mortal Kombat Gold
Street Fighter Alpha 3
Marvel vs. Capcom

Test Zone plays host to a tsunami-scale reviews blow-out–every launch game completed, reviewed, and rated! **100**

Sega Sports NFL 2K 100
TrickStyle 102
Ready 2 Rumble Boxing 106
Blue Stinger 108
NFL Blitz 2000 109
Hydro Thunder 110
Flag to Flag 110
Sega Bass Fishing 110
AeroWings 110
TNN Hardcore Heat 110
Airforce Delta 110
Dynamite Cop 111
Pen Pen Trilcelon 111
Expendable 111
Speed Devils 111
Tokyo Xtreme Racer 111
Monaco Grand Prix 111

HOW TO...

Tips, Codes, Strategies

Soul Calibur goes down for the count! We show you how to uncover all of the hidden modes, characters, and extras in this amazing game fighter without wasting precious Mission Mode points! Plus: *Power Stone*'s multitude of secrets divulged, with step-by-step tips for unlocking them! **pg 114**

Welcome to the *DISC...*

The disc that came bundled with this magazine is no ordinary piece of silver plastic. It's the first-ever *Official Sega Dreamcast Magazine* demo GD-ROM.

Each edition of our GD-ROM contains exclusive demo versions of upcoming Sega Dreamcast games that you can actually play on your system – this isn't a disc for your home computer, or for listening to on CD player. In fact, if you try that last one, you're likely to blow your speakers...

This month's disc includes playable demos of *Virtua Fighter 3tb*, *Dynamite Cop*, *Toy Commander*, and *TrickStyle*. We've also got a hefty non- video montage from *Sega Sports NFL 2K* for your viewing pleasure.

You'll find a brief synopsis and control diagram for each game in the next two pages. So pop our GD-ROM into your Dreamcast, power up, and you'll see it will soon become the most valuable disc in your collection.

Having Trouble?

Can't get your GD-ROM to work properly? Contact our toll-free customer service line at 1-888-613-7326 and an operator will be happy to assist you. If you still can't get the blasted thing to work, we'll send you out a brand-spanking-new one via return mail, probably with some phony letter purportedly from the editor. You should also bear in mind that our disc isn't intended to work on your personal computer or in your audio CD player – it'll only run on a Dreamcast, and don't you dare think of trying it on one of those 'other' CD-ROM based systems.

Toll-Free Disc Help Line:

1-888-613-7326

Virtua Fighter 3tb

PLAY IT! ON THE CD

Publisher: Sega **Release Date:** October **Players:** 1-2

Virtua Fighter 3tb is the latest installment in Sega's flagship fighting series. In this issue's demo, you can experience its finely honed fighting system for yourself, playing as either Sarah or Lion atop the Great Wall of China.

To get you started, you can perform basic super moves by hitting (A) + (Y), and you'll want to try experimenting with different directional presses and button combinations to uncover every move from both characters' rather large repertoires.

In order to conduct a two-player match, two controllers must be plugged into your Dreamcast when you load the demo. Player one controls Sarah, while player two commands Lion.

Like what you see? Or, more specifically, played? Then you'll definitely want to head on over to our massive fighting games blowout on page 92 posthaste for a full review of the game.

***VF3tb*'s basic moves are performed using the punch and kick buttons. More elaborate attacks, such as the one on the left, require hitting an attack button and direction on the controller simultaneously. In this instance, (Y) + (A) + away on the directional pad or analog stick.**

CONTROLS

Analog Stick: Movement
D-Pad: Movement
A: Block
B: Evade
X: Punch
Y: Kick
R: Change camera angle
L: Not used

Dynamite Cop

PLAY IT! ON THE CD

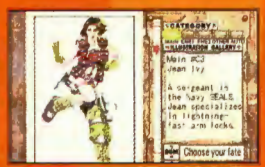
Publisher: Sega **Release Date:** November **Players:** 1-2

Looking for a little action? Look no further than our demo of *Dynamite Cop*, a beat-'em-up filled to bursting with fist-fights, weapon combat and, er, pirates? In this demo, you'll get a chance to try your hand at a good portion of one of the missions found in the actual game. Not only that, but you'll also be able to view one of the Art Galleries in the game, mess around with two special Bonus Games (*Tranquilizer Gun* and Survival Mode), and download a special Detonator Pack to your VMU from the Options screen. All this in one demo! Are we mad? Er, on second thought, don't answer that...

With pirates holding the President's daughter hostage, you'll need to punch, kick, and jump your way through Mission 02 in order to see what *Dynamite Cop* has to offer. So, what do you need the Detonator Pack for? If you have a full version of the game in your Dreamcast collection, you'll be able to use it to access a new character.

CONTROLS

Analog Stick: Movement
D-Pad: Movement
A: Jump
B: Jump
X: Kick
Y: Punch
R: Not used
L: Not used



***Dynamite Cop* is all about intense beat-'em-up action, and you'll have your choice of three different special agents with which to send the bad guys packing. Check out the illustrations in the Art Gallery (center) or try your hand at a Sega arcade classic with *Tranquilizer Gun* (right). Track down wild animals in the bush and try to capture them all.**

TrickStyle

Publisher: Acclaim **Release Date:** Now Available **Players:** 1

PLAY IT! ON THE CD

Acclaim's great looking hoverboard racer is yours to try in this exclusive, **DCM**-only demo. Choose from two different characters and two different boards, then zip around the Velodrome arena or challenge the Guide (who happens to look suspiciously like Wolverine's Logan...) to earn new tricks.

The Guide will give you a chance to try out mini-games in which you can collect gems scattered around the track under a time limit, race him through a set of hoops, and even compete on a hoverboard ramp in a brutal test of your trick-performing abilities.

If you want to take up one of the Guide's challenges, you must find him near the Velodrome entrance. Every time you complete one of his tests, you'll then receive some new tricks to use that will help you in the next challenge. See if you can unlock them all, and check out our full review on page 102.

CONTROLS

Analog Stick: Movement
D-Pad: Not used
A: Jump
B: Boogie Drill
X: Trick
Y: Speed Luge
R: Accelerate
L: Brake

Choose your character and your board to before heading into the Velodrome. There, the Guide will test your boarding mettle with a slew of tough challenges and reward you with new tricks.

NFL 2K

Publisher: Sega
Release Date: Now Available

SEE IT! ON THE CD

Reviewed on page 100 of this issue, *Sega Sports NFL 2K* is far and away the best-looking football videogame of all time. But you don't just have to take our word for it – you can see it in action for yourself on the GD-ROM, in glorious full-screen video footage. Almost three minutes of it, to be exact. So don't just sit there, pop in the disc, and get yourself the best seat in the house.

Is it live, or is it *Sega Sports NFL 2K*?

Toy Commander

Publisher: Sega **Release Date:** November **Players:** 1

PLAY IT! ON THE CD

Ever wanted to control an army of toys on some decidedly serious sorties? Now's your chance. In the demo, you've been instructed to perform three tasks within the kitchen: Take off and land your airplane, drop sugar cubes into a bowl of chocolate, and track down a missing candy bar.

The first one's simple enough – just touch down and stop on the table top runway. Using the helicopter, approach the sugar cubes and hit (B) to pick them up when they're highlighted. Now position yourself over the bowl and hit (B) again to drop them. Finally, drive your jeep up the wall (there's a ramp next to the cat box), follow the countertops to a jump, and then make your way down onto the countertop. Finding the candy bar itself is a snap once you're there.

For more on *Toy Commander*, be sure to check out our in-depth preview of the game on page 62.

CONTROLS

Analog Stick: Movement
D-Pad: Change View
A: Machine gun
B: Missile
X: Change vehicle
Y: Change/pick up weapon
R: Accelerate
L: Brake/Release

Start off by landing your plane on this runway (left). You'll have to be directly over the bowl for the cubes to go in (center) Here's where the candy bar is – getting there's the hard part (right).

Introducing... *Team DCM*

Although underpaid, overworked, and bordering on the psychotic, the DCM team prides itself on knowing more about Sega Dreamcast than is strictly healthy for anyone to know. Should you have the misfortune to run into them on the street, do not approach them. They may try to sell you a subscription...

SIMON COX
Editor in Chief

Background:
Previously Executive Editor with Imagine's ground-breaking *Next Generation* magazine and (in a former life) full-time Englishman.

Favorite Sega game:
Arcade classic *Out Run*.

RANDY NELSON
Senior Editor

Background:
Previously seen working tirelessly for internet games destination *IGN.com* and (in a former life) EB sales guy.

Favorite Sega game:
Gunstar Heroes

FRANCESCA REYES
Reviews Editor

Background:
Ster writer for Imagine's *Ultra Game Players*, *PSM*, and *Next Generation* magazines and (in a former life) coffee shop slave.

Favorite Sega game:
Shining Force II

LETTER OF THE MONTH

Every Day is Like Sunday

Dear OSDM,

Every so often, something or someone comes along and changes our lives forever. This is how I felt the first day my friends and I experienced *Sonic the Hedgehog*. It revolutionized the way we lived, slept, and thought about the world in general. Since that day I have grown considerably, gotten married, and seen many other lives being changed by one simple blue spiny guy. By working in video game stores for the past few years, seeing the smiles that come from kids' faces when they see *Sonic* for the first time whether it be *Sonic 1, 2, 3*, CD, PC, you name it, their lives have definitely been brightened.

To forget the other driving force in my life would be wrong, so I also have to mention that until I played *John Madden Football* on the Genesis I was a casual NFL fan. Now that many *Maddens* have passed us by, Sunday in my household is a religious holiday from Labor Day to Super Bowl Sunday. Not only has the Sega Genesis opened my eyes to the numerous wonders in life (i. e. professional football, playing *Sonic* on a rainy afternoon), but it made me realize that life is too short to worry about taxes, bills, rent, the weather, slow drivers, and even fast drivers. Stop, relax and enjoy life. Catch a few rings, score some touchdowns and live life to the fullest. Long live Sega and long live the Dreamcast.

Thomas Kuster
tmkuster@hotmail.com

P.S. You guys are important, so you can pull a few strings to ensure a Dreamcast version of *Eternal Champions*, huh? Pretty please? I almost died when I found out that the Saturn version was canned...

♦ Quite a beautiful tome you've compiled, Thomas. It's always a thrill to hear someone so sincere in their enthusiasm for gaming. It was a tough decision to sort through all the cool letters and pick the Letter of the Month, but in the end, you grabbed the 'gold ring.' Not only do you get a box full of goodies from Sega, but we also promise to keep you updated on anything regarding *Eternal Champions*. Congrats!

Back to Square One

Dear **DCM**,

First off, I would like to say I just bought your first magazine yesterday and I love it. Keep up the good work. I also have a question: I am a huge RPG fan and I love all of Square's games. Will Square make any future RPGs for the Dreamcast?

Also, I've heard a rumor that Konami is making a sequel to *Metal Gear Solid* for the DC, is this true?

Thanks for your help,

Glenn M. Sonnabend
gsonn@webtv.net

♦ We'll be the first to admit that a 128-bit *Chocobo* would be a dream come true, but Square has managed to keep mum about its intentions in any camp beyond Sony's. As far as the rumor regarding Konami's follow up to *Metal Gear Solid*, creator Hideo Kojima has declared that Dreamcast is an unlikely candidate for *MGS 2*. But since Konami is a proven publisher for the system, we may just have to wait and see.

Survival Guide Horror

By the way – awesome mag, but just one disappointment: The 'D-Day: Survival Guide' was a little off, especially with the football games. As far as *NFL 2K* goes, I have a hard time believing that any gamer could pick that up and play it. As great as it looks, I just don't know 'newbie' gamers who play these types of games. But then what really upset me was Rob's disappointment with *Blitz*. No doubt, *NFL 2K* will probably be the better game, but I'm a serious football fan, and certainly no 'newbie' to videogames, but I have *Blitz 2000* reserved rather than NFL.

Hmm... that's a little picky, but I didn't agree with that. Otherwise, I loved the article and the entire magazine. Hey, keep up the great work, **DCM**!

C.J. Kulp
Webmaster
www.dreamcastgamer.com

♦ As you'll see from our reviews on pages 100 and 109, C.J, you may well have picked the wrong game to reserve. We understand that *Blitz* fans will love *Blitz* — it stands to reason, but *NFL 2K* is just amazingly well done and leaves *Blitz* looking, well, blitzed, in comparison. The D-Day feature was really a heads-up on the games based on what we had seen at preview stage, and in hindsight we should have made that clearer. When we said that *Armada*, for example, 'sucked' — that was based on an incomplete version we saw at E3, not on reviewable code. We just wanted to give you guys some direction for the launch, because we knew that we couldn't be there with you with complete reviews, as only *Sonic* and *HOTD2* were ready at the time of going to press.

Dissed Content

What's that giant sucking sound? Oh yeah, it's the content of the your new mag. Don't get me wrong; you've got a nice format and all and for the most part, I believe your over-abundance of DC enthusiasm is genuine, but come on! *House of the Dead 2* an 8 out of 10? Even the arcade version is mindless and repetitive to the nth degree. And I'm sure this will sound lame, but that game is being panned by about every other magazine but yours. And your 'Sonic Boom Boy' article? Why not ask him a few interesting questions instead of the 'If you had a pony, what would you name it?' variety. Thanks for letting me vent.

Thomas Wharton
talwharton@earthlink.net

By the time you read this, *FFVIII* will be out for PlayStation. Is it coming to Dreamcast? Probably not.

♦ Sorry to hear about your disappointment with the magazine, Thomas. It was gracious of you to take the trouble to write to a magazine that sucks so much! *House of the Dead 2* is a great little gun game that keeps us coming back for more time and time again, and that's why it got an 8. We'd had it around the office since the Japanese version came out, and it was testament to the game's appeal that we were still as into it when the US version arrived. We call 'em as we find 'em. You can't please all of the people, all of the time. Or even some people at all. Oh, and Yuji Naka's pony (if he had one) would, of course, be called 'Hoofs.' Somehow, that got left out of the interview...

Fandom Menace

Howdy. I have two questions. First, any word on a *Virtua Cop* game for Dreamcast? I love the series and dearly hope it makes an appearance even though I realize Sega is being very careful with releasing gun games due to recent events. Also, and I know I am not the only one wondering on this one, will the *Star Wars* game that is currently in arcades come to the Dreamcast?

God, I hope so. Talk about a major killer app and system seller. I read somewhere that Sega only owns the arcade rights to the *Star Wars* license.

What a tragedy if that game doesn't come out for their console... right up there with Jar Jar in my opinion.

William Ellis
Gargantua@aol.com

♦ Firstly, we'd appreciate it if the words 'Jar Jar' were never ever mentioned in this letters page again. Secondly (and to answer your question), there's no official news to report on this one yet, but there is a long-standing rumor that Sega is working on a new — possibly four-player — game in the series for its Naomi arcade board. As for the new *Star Wars* coin-op, rumors that this game will come to Dreamcast have been circulating since it hit arcades, but none have been substantiated. Given the admittedly limited replay value it presents (plus the fact that it really sucks) we wouldn't suspect that it would make a very compelling (or long lasting) home game. Who's to say that another, home-only *Star Wars* game won't show itself soon, though?

Crazy for...

Hey just wanted to drop you an e-mail to compliment you on a great first issue. Of course I've pre-ordered the Dreamcast and will be looking forward to reading your magazine each month for news and reviews! Can't wait for those demo GD-ROMs by the way, it seems like you'll have plenty of space to fill. I loved seeing *Crazy Taxi* on the preview PC CD-Rom, and I have some questions about it for you. I know its probably too early to tell, but do you know if *Crazy Taxi* will still have the numerous licenses that were in the arcade like the fast food restaurants etc. Also what kinds of things will be added to increase the replay value? Thanks for listening and keep doing what you're doing!

P.S. Any way I can get a free Dreamcast T-shirt from you just for being the first person to ask? :)

Mike Nalbone
MALLRATMN@aol.com

♦ Sega's still mum on exact details concerning the home version of the a-freakin'-mazing *Crazy Taxi*. We're betting that the licensed stuff will stay, but as for what Sega will do to boost the replay value — and they've got to do something — no one can say just yet. We'll have full details on the conversion next issue, so keep those eyes peeled.

Surf and Sea (man)

I would just like to thank you for making this magazine – you guys rock! I used to read *PSM* before I sold the PSX for the Dreamcast. Well anyway, I just bought the magazine two days ago and I have been reading it 24/7. You guys get right down to the point and don't piss around like the other guys. I have a few questions about

Sega's latest arcade masterpiece, *Crazy Taxi*, is headed to Dreamcast and probably a sure bet for the US console, as well. Do you think you can handle this much good news in just a caption? Stay tuned for more news, Mike, as it develops.

What's that giant sucking sound? It's the content of your new mag

Thomas Hobbs

the Dreamcast and you guys are the people to answer them, 1) Do you need the keyboard to surf the net? 2) Can you go other places on the net than just the Sega web site? 3) When is the microphone coming out? And finally: is the game *Seaman* coming to the US? Thank you for your time and don't take any crap from those people who try to bring you guys down.

Dustin Roy
d_roy84@yahoo.com

♦ Hey Dustin, we'll get right to your questions.
1.) No, a keyboard isn't required to browse the web on Dreamcast, but it sure does help. If you don't have one, you've got to dink around with an on-screen keyboard that can take you eons just to enter a site's URL, not to mention bang out a whole e-mail to a friend.
2.) You can go anywhere you want on the web, just as you can with a personal computer.
3.) You're in luck. *Seaman* has been officially announced for US release just days before this issue went to press. Sega hasn't issued an official release date for the game or the accompanying microphone pack just yet, but we'd expect both to arrive early next year at the earliest. Oh — and we'll stay away from all people bearing gifts of crap!

VO:OT and Mouse

I'm so thrilled that you guys got the official license for Dreamcast. Now if you could please oh please answer the following for me:

1. Will there be a mouse for the Dreamcast? With it having net access, it's great they're making a keyboard, but a mouse would make surfing so much easier.
2. I know Sega had ties with Gainax, and made some *Evangelion* stuff. A Saturn game, the real model figures, and Sega had its name on the show even. So, do you think there's a chance for an *Evangelion* game on the Dreamcast?
3. I've heard that *Virtual On 2 (Oratorio Tangram)* will be coming out in Japan for the Dreamcast, being a hard-core *Virtual On* fan, do you have any news on if the game will be coming to the States? Thanks so much!

Wynn
VRTemjinVO@aol.com

♦ Thanks, Wynn! Here are your answers:
1.) There are no present plans for a Dreamcast mouse, but as more users start logging onto Dreamcast Network, and more games are made for which one would be the ideal means of input, we're sure that Sega will see the light and release one posthaste.
2.) We'd love to see a 128bit *Evangelion* game as much as you, but our sources in Japan report that there are currently no plans to make one. Given the reasons you cited, however, and knowing the series' popularity, we bet it won't be long before something's announced.
3.) Despite the game announcements made at Sega Gamer's Day held a couple of days before this issue went to press, there's still no word on whether *VO:OT* will be making the trip stateside. We're sure it will, but exactly how well its arcade counterpart fared in US arcades (we've only seen it at a handful near us) will determine just how eager Sega is to get the game into living rooms here.

> Through Sleet, Snow, and Hail...

Things like letters and email are the only real connection we have to the outside world. Day in, day out, we sit here in a cramped room with nothing to do but play games for hours on end... Well, okay, so that doesn't sound like a hard life, but we do love to hear about what's going on outside the room from time to time. Drop us a line at DCM, c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005. Or wire us an email at: DCMag@imaginemedia.com. Best letter gets a load of gear straight from Sega and DCM.

FIGHTING FORCE 2

It's just you and your instinct on this one. So you've only got yourself to blame if you fail. But that's not an option on this mission. As **Hawk Manson**, operative of the government espionage corps. SI-COPS, your job is to maneuver in and out of R&D installations on **all new 3D game engine**. You've got **an arsenal of hand-to-hand combat moves** and equipment to the tune of **20+ new weapons**. But don't let that inflate your head. Gear up. Get going. The world won't save itself.

TEEN
T
ESRB

SI-COPS

PROFILE #1635

NAME: Hawk Manson

OCCUPATION: Espionage Operative

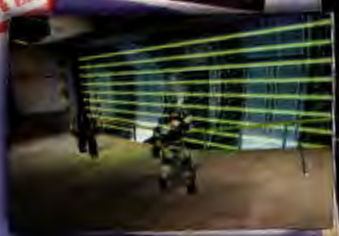
SECURITY CLEARANCE: Ultra Magnum

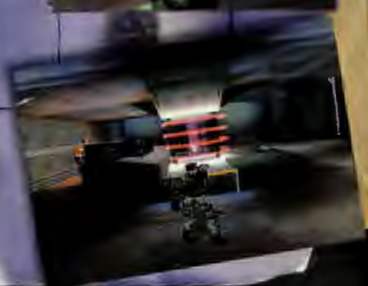
FIELD OF OPERATIONS: Global

CONFIDENTIAL

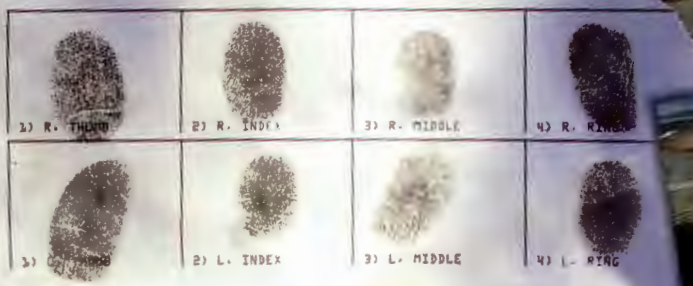
WEAPONS PROFICIENCY:
Pistol
Grenade Launcher
Shotgun
Sniper Rifle
Assault Rifle
Knife
Sword
Stun Baton
Chain Gun
Industrial Beam Laser
Flame Thrower
Crossbow
Axe

STRATEGIC INITIATIVES:
Intercontinental Industrial
Nuclear Weapons Retraction
Bomb Diffusion
Timed Explosives Deployment
Top Secret Document Extract





MANSON, HAWK



Sega Dreamcast.

PlayStation

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DC DIRECT

DREAMCAST NEWS NETWORK

Sega's *Shenmue* demo provides a stunning glimpse of what to expect from the game when it's released in Japan on October 28.

SHENMUE *SHINES*

It looks amazing, but how does it play? DCM goes hands-on with Sega's *Shenmue*, the most ambitious videogame ever...

Our office was recently the scene of a commotion so frenzied, you'd have thought our Super Lotto numbers had finally come up. No, it was something better – the long-awaited playable demo of *Shenmue*, the odds-on adventure game to end all adventure games, had just arrived in our hot little hands.

Presented entirely in Japanese, the demo consisted of guiding Ryo around beautifully realized Hong Kong city streets on a quest to track down Sega of Japan marketing figure Yukawa-san.

Strolling about the thoroughfares and alleyways of the town, Ryo encounters dozens of wholly unique characters – some of whom provided us with subtle hints as to Yukawa's whereabouts, others who simply didn't have a clue. It was at an arcade stocked with classic Sega coin-ops that we finally got the lead we were after – a meeting place and time. Time passes quickly in the world of *Shenmue* – nearly an hour for every 10 minutes of play – so we had to high-tail it in order to make our rendezvous. Not an easy task, what with so many beautiful sights to see – and, as our luck would have it, thugs to dispatch. A few quick directional taps and button presses at the right time (as indicated by flashing icons on screen) had us flipping, elbowing, and generally beating the tar out of them.

Yukawa-san himself would put up a better flight (or flight, in this case) than these numbskulls, darting off down an alleyway at the sight of us and initiating another – and much trickier – QTE event. Tricky enough that we messed up the first time, but instead of a 'game over' screen, Ryo simply helped the young woman he'd just jostled back to her feet. Simulated courtesy – another first?

We eventually did catch up with the wily marketing guy – and so did 'reality.' You see, Yukawa-san had been daydreaming all along, convinced that the world of *Shenmue* was indeed real. Back in the *real* real world, we were hard-pressed to disagree with his assertion. We had just partaken of one of the most engrossing – if not a bit short-lived – videogame experiences ever, and one that could very well change the adventure-game landscape forever.

> Reality Redefined

See that woman's face up there? No, she isn't pre-rendered CG. *Shenmue* can generate digital actors (and actresses) that look every bit as convincing as the real thing entirely in real-time. A few quick pokes on our controller confirmed that, rotating and zooming the young lady in question. Picking our jaws off the floor, however, wasn't such a simple proposition...

NEWS INDEX

Shenmue Demo 12
Sega Gamers Day 13
Tekken Tag Tournament 13
Half-Life 13
Sonic Pocket 14
Dead or Alive 2 14
Worms Armageddon 14
Sonic Anime Review 14
Heroes of Might & Magic III 16
Zombie Revenge 16
Dronez 16
Neo Geo Pocket Round-up 18
Gear 18

NEWS FROM THE *SIXTH FLOOR*

Sega's new headquarters plays host to the first Dreamcast Gamers Day

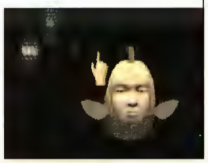
Gamers Day is Sega's chance to round up journalists from around the country and reveal the latest and greatest software from its internal development studios and third-party publishers. This year was a little different, with much of the emphasis being placed on pre-launch fanfare for Dreamcast, but that doesn't mean there wasn't a surprise or two on hand.

The biggest surprise came upon confirmation that *Seaman* (as featured in this issue's **Team Battle** section) is swimming his way toward US shores. The bizarre aquatic life simulation, which makes use of the Dreamcast Microphone Pack for voice recognition, is tentatively scheduled for a first quarter 2000 release.

Humorously-titled virtual pets aside, Sega proceeded to reveal that its 3D horror-adventure game *D2* (which was, on a side note, the first game ever announced for Dreamcast) is also bound for a North American debut. Developer Warp is currently wrapping up work on the game – which should launch in Japan by late December – and Sega expects that the US version will be finished by early next year.

On the third-party front, Konami has evidently upped its commitment to our favorite console. On last check, the publisher had three games (*Castlevania: Resurrection*, Baseball, and Basketball) in development; it now has at least four more. No names were given, but we can speculate. *Contra? Metal Gear? International Superstar Soccer?* Give us any of those three and we'll be in seventh heaven...

Finally, Sega presented a videotape showcasing arcade driver *Crazy Taxi* and soccer title *Virtua Striker 2 v2000*. Why? Because both games are officially headed for Dreamcast release, although it was mum on when we can expect to see them Stateside. More on both games as things develop.



***Seaman* (top) and *D2* (bottom) will both head Stateside early next year.**

OUT OF THE *SHADOWS*

Shadow Man and more inbound from Acclaim

Acclaim has announced that it will release at least two more games for Dreamcast beginning early next year, and they certainly aren't second stringers by any means.

Shadow Man will be bringing its third-person action/adventure gameplay and downright blood-chilling atmosphere to the system as soon as January. It's the tale of one man's quest to kill the serial killer responsible for his brother's death. Only this man has the power to enter the dark netherworld that his prey inhabits. Oh, and an ungodly amount of firearms.

Also occupying a spot on Acclaim's roster is *Jeremy McGrath Supercross 2000*, the latest in its recently introduced dirt-bike racing series. Expect lots of indoor and outdoor courses, not to mention some thrilling jumps. It's on track (ha-ha) for release early next year.

Don't tell anyone you heard it here, but there's also talk that Acclaim might be toying with the idea of releasing its South Park trivia game, *Chef's Luv Shack*, on Dreamcast as well. Expect more on all three games as they're announced.

***Shadow Man* steps into the light in early 2000.**

> Dream On

Four players donned jetpacks and blasted their way through the interiors of intergalactic dreadnought in one of the best multiplayer games we've ever played. Just imagine how great a fully 3D, online-enabled version for Dreamcast would be...

TAG *YOU'RE IT*

Namco has at least two more Dreamcast games in development, but it's keeping their identities under wraps. Unconfirmed reports from Japan indicate that Tekken Tag Tournament is indeed one of the games in question, and that it will receive the same attention to detail in its conversion to Dreamcast that Soul Calibur did.

Speculation is rampant as to the identity of the second game, with a port of arcade light-gun blaster *Time Crisis 2* the current favorite. Employee postings to an official Namco Internet message board, however, hint that the company may be planning a sequel to action classic *Splatterhouse* as well.

***Tekken Tag*: Dreamcast-bound?**

Real-Life?

Sierra's remaining mum on the prospects, but DCM has learned that a Dreamcast version of its high-profile PC shooter *Half-Life* is being strongly considered by higher-ups at the company. Assuming it sees release, *Half-Life* would bring to three the number of first-person shooters destined for Dreamcast, joining Atlus' *Maken X* and Sega's own *Take the Bullet*, both due next year. We'll have more on this developing story as it breaks.

> FYI

◆ **Sega** has announced a new futuristic third-person shooter for its Naomi arcade hardware titled **OutTriggers**. Similar in gameplay to blast-fests **Quake** and **Unreal**, the game utilizes trackball control and allows up to four arcade cabinets to be linked up for multiplayer deathmatches. No word yet on a Dreamcast port of the game.

◆ **Climax Landers** developer **Climax** has revealed that a sequel to its 32bit auto-combat title **Runabout** is currently in development. Scheduled for Japanese release early next year, **Super Runabout** will feature new cars, gameplay modes, weapons, and arenas located in different areas of San Francisco.

◆ Hot from the rumor mill: **Sega** is reportedly eyeing a Dreamcast conversion of its stellar arcade lightgun blaster **Lost World: Jurassic Park**. No details are available concerning proposed improvements or additions to the game, but knowing **Sega**'s penchant for sprucing up its arcade-to-home ports, we're all but guaranteed a few goodies should this rumor hold true.

◆ On the hardware front, **Sega** has announced that it will release a **digital camera** add-on for Dreamcast in Japan sometime next year. The device will reportedly work in tandem with the upcoming Dreamcast **Zip Drive**, allowing you to save and edit images taken with the camera and send them to friends over the Internet. A **video phone** application is also planned.

> FYI

◆ Online gaming on Dreamcast won't just be limited to playing against other console owners. **Sega** has revealed plans to include many of its upcoming arcade games as part of the Dreamcast **multiplayer gaming network** rolling out next year, meaning that thousands of home and arcade players will be able to participate in massive realtime melees at the same time.

◆ Rumor suggests that **Crystal Dynamics** is considering a Dreamcast version of its latest adventure game, **Legacy of Kain: Soul Reaver**. This same rumor also has it that **Soul Reaver 's** sequel will appear on our favorite console as well.

◆ **Microsoft** has formed a new console development group that is working on a new adventure-thriller for Dreamcast entitled **Cut Away**. Taking place in San Francisco, the game sees players in the role of a special agent charged with defusing bombs placed around the city. **Cut Away** is currently scheduled for winter release.

◆ **Sega** has a new Naomi-powered arcade tennis game in the works entitled **Power Smash: Sega Professional Tennis**. The game will premiere in arcades next fall, with a Dreamcast release expected soon thereafter.

◆ Genesis 3 distributor **Majesco** is planning a year-end re-release of the **Sega Game Gear** handheld. Exact pricing, games, and availability have yet to be announced. A re-release of **Sega Saturn** and games for the system is also planned.

◆ Running out of room on your VMU? **Sega** is rumored to be developing a new version of its enhanced **memory card** with several times the storage capacity, a headphone jack, and the ability to store **MP3 music** downloaded from the Internet.

HEDGEHOG *IN YOUR HAND*

Sega's blue boy returns for 16bit portable play

Thought you'd seen the last of Sega's mascot in 2D adventures? Think again. SNK has revealed plans to release an all-new, side-scrolling *Sonic the Hedgehog* title for Neo-Geo Pocket Color on December 1.

Reportedly under development by the legendary Sonic Team itself, the game will faithfully re-create the 16bit look and gameplay of the first three *Sonic* games down to the pixel level. Thanks to the NGPC's high-quality screen and zippy processor, it should also move every bit as fast at its Genesis forebears – without the (unintentional) blur created by the slow refresh of older Game Gear and Nomad screens.

No word yet on the prospects of additional stages or gameplay features, but, from initial reports, it would appear that the game will be virtually identical in every way to the original Genesis *Sonic* game.

We'll have an in-depth look at *Sonic*'s smallest adventure as soon as it hits the **DCM** offices.

CAPCOM GAMES

Capcom's penchant for converting its arcade games for home play continues apace. Just recently announced are Dreamcast ports of *Giga Wing*, the developer's latest 2D top-down shooter, and *Final Fight Revenge*. Unlike the original beat-'em-up classic, however, this one is a 3D fighting game – although it still allows you to pick up weapons and use them against your opponent. Both games are tentatively scheduled for early 2000 release in Japan and should head Stateside sometime next year.

Giga Wing in action.

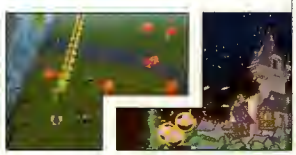
BUGGY *SOFTWARE*

Centipede and *Worms* wiggle our way

Hasbro Interactive revealed at Sega Gamers Day that it will release two games by the end of the year: *Centipede* and *Worms Armageddon*.

Developed by UK-based Team 17, *Worms Armageddon* is the latest in the company's side-view action/strategy series in which players control opposing armies of worms that are both really, really cute and have access to a massive stash of ballistic weaponry. It's due in December.

Arriving under the Atari brand name, *Centipede* is a conversion of the recent 3D re-make of the classic arcade blaster, with a polygonal play-alike of the original coin-op along for the ride. Expect this one by mid-November.



***Centipede* (left) and *Worms Armageddon*.**

ALIVE AND *KICKING*

Tecmo's stunning fighting sequel finally arrives

Japanese arcade-goers were ecstatic as Tecmo's stunning Naomi-based fighting game *Dead or Alive 2* made its debut in Tokyo just recently. The game's progenitor was extremely popular in Asia, and the sequel improves on it not only in visuals – as the images below attest – but gameplay as well.

Tecmo remains mum as to the status of a much-anticipated Dreamcast conversion of *DOA 2*, but now that the coin-op is released, work on the port should move ahead rather swiftly at the hands of its development staff, Team Ninja. We'll have word on a release date when it's announced.

Stunning in both visuals and innovation, *DOA 2* will land in US arcades in Q1.

Sonic the Hedgehog: *The Movie*

When it comes to retaining the visual appeal of the series, *Sonic The Hedgehog: The Movie* proves top-notch. We only wish that ADV Films (the 'responsible party') had done a proper job of translating the dialogue – and dubbing the voices – on the little blue guy's first anime outing.

Poorly cast voice acting and a nearly indecipherable plot eventually bring the anime debut of Sega's lightning fast mascot to a screeching halt. In fact, we caught more than one of our officemates weeping in the corner after hearing Sonic's voice for the first time, and another scribbling endlessly on our whiteboard in a futile attempt to make sense of what was going on. Give it a rent if you're a true blue *Sonic* fan, just be certain to keep the volume on mute and, whatever you do, don't attempt to keep up with the plot.

IT KNOWS YOU LIKE RUNNING OFF-TACKLE ON THIRD AND SHORT

Sega Dreamcast. | SEGA SPORTS NFL 2K

IT'S THINKING

OBSTINATE LITTLE TOOL AREN'T YOU?

eye-popping 3D action with over 1500 player moves clashing at 60fps in VMU-selected secret plays at any of 31 highly detailed stadiums with realtime weather. ready for the big league, sweetheart? sega.com

SEGA SPORTS NFL 2K

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EVERYONE E ESRB

NFL

PLAYERS

> FYI

◆ **Rockstar Games** is reportedly planning to release Dreamcast versions of **Grand Theft Auto 2**, **Max Paine**, and WWII-era action game **Hidden & Dangerous** early next year.

◆ **Ubi Soft** has two new Dreamcast games in the pipeline: an RPG entitled **Arcatera: The Dark Brotherhood** and action-platformer **Stupid Invaders**. **Arcatera** will feature turn-based play within an entirely 3D world; **Stupid Invaders** promises trade-off platforming play between a team of 'zany' aliens. Both are expected next year.

◆ **Activision** has two new Dreamcast titles in the works: **Toy Story 2** and **Space Invaders**. **Toy Story 2** will be a platformer based on the upcoming **Disney/Pixar** movie, while **Space Invaders** is a 3D treatment of the classic arcade game. Both are tentatively slated for release by year's end.

◆ Reports out of Japan indicate that **Namco** is planning a re-release of **Soul Calibur** in arcades — the Dreamcast version of **Soul Calibur**, that is, running on Naomi hardware. The re-debut will evidently occur by year's end.

◆ **Titus**' first Dreamcast release is to be **Roadsters**, a new arcade racing game from Southern California developer **Player 1**. Featuring a variety of exotic cars and locales, the game is tentatively slated for release next spring.

◆ **Pipe Dream** is rumored to be working on its second Dreamcast title, a conversion of Tom Clancy's **Rogue Spear** — the follow-up to **Rainbow Six**. The game may be ready as early as next spring.

◆ **Infogrames** has announced that its European developed RPG **Silver** will arrive on Dreamcast next fall. Similar in gameplay to **Final Fantasy VII**, the game features turn-based combat, polygonal characters, and pre-rendered environments.

◆ **Sega** president and chief operating officer **Bernie Stolar** has been succeeded by former SOA executive vice president **Toshiro Kesuka**. Our best to them both.

ZOMBIE *APOCALYPSE*

House of the Dead 'side story' shambles home

Originally developed and released for Sega's Naomi arcade hardware, *Zombie Revenge*, a 3D beat-'em-up based in the *House of the Dead* universe, will be heading to US Dreamcasts next spring. Featuring a cast of three characters, the game drops one to two players into the middle of a bustling metropolis overrun with zombies and mutants.

Gameplay takes two of the game's three characters on a chill-packed romp that spans the range from alleyways to the top of a speeding freight train, with plenty of familiar beasties and weapons from the game's light-gun cousin popping up along the way.

The game also retains its sibling's branching paths, and, thankfully, downright campy atmosphere.

Zombie Revenge can currently be seen devouring quarters at your local arcade. Look for more on the Dreamcast version of the game in our next issue.

Gooey zombie beat-'em-uppery comes home.

READY TO WRESTLE?

Without skipping a beat, the team responsible for *Ready 2 Rumble Boxing* is rumored to be working on a wrestling game for Midway that will retain its sibling's penchant for outrageous character designs and over-the-top personality. As it's still a rumor, no release date is known. You can be sure that we'll have more on this most interesting bit of gossip just as soon as we can.

MIGHTY *ONE*

Strategic RPG classic on tap

Ubi Soft has struck a deal with 3DO to bring the classic New World Computing strategic RPG *Heroes of Might and Magic III* to Dreamcast next summer. The game is already promised to include online play, making nation-wide medieval melees a reality.

No word yet on whether the game will retain the crisp 2D graphics of its PC counterpart, or ditch them for a fully polygonal presentation. Stay tuned.

> Separated at Birth

You could easily replace the face of Seaman with Russian Premier Boris Yeltsin (though you would, of course, have to replace the water in the tank with vodka. Hey, they're both clear!)

Orient Express

Newly established UFO Interactive, domestic publisher of *Black Matrix AD*, has announced plans to release three more Japanese titles from NEC Home Electronics (the same bunch that brought us Turbografx-16) Stateside within the next six months. Leading the pack is *Seventh Cross*, a growth simulation/RPG, set to release in November. Slated to arrive sometime in December, *Espionagents* is an innovative action/adventure game in which players take control of secret agents. Rounding out the pack is *Monster Breed*, a raise-your-own-monster simulation due early next year.

DRONEZ *IN THE ZONE*

Remember *Tron*? Zetha Gamez does...

Jumping across levitating platforms and hurling ricocheting energy discs at an opponent? Sounds a lot like classic '80s coin-op *Discs of Tron*, but it isn't. It's the premise behind a new action game from French developer Zetha Gamez.

The two games could be easily mistaken — just look at these screenshots — but *Dronez*, unlike its 8bit play-alike, is presented entirely in 3D and promises a far more realistic physics model for lobbing supersonic Frisbees around its mammoth arenas. What's more, each opponent will have wildly different AI and you'll be able to upgrade your character's attributes and appearance during the game's 'cyberspace tournament' proceedings.

If you're going to mimic a classic coin-op, we're glad that someone finally picked *DOT*. Although it has yet to receive a US publisher, *Dronez* remains tentatively scheduled for spring release.

After it takes over your television, it's ready for the Internet.

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Get your free Sega Dreamcast keyboard when you sign up for AT&T WorldNet Service.

Imagine surfing the Net on your T.V. And playing the hottest Sega Dreamcast games online. Soon you can do both with AT&T WorldNet Service. The one Internet service that is fast enough, powerful enough and big enough to be chosen by Sega. Why wait? Take Sega Dreamcast on the Net now with AT&T.

Sega Dreamcast. wired by AT&T worldnet service

Plug Sega into AT&T and it's a whole new game.

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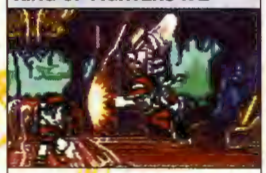
POCKET PROFILES

Neo-Geo Pocket Color releases examined

This issue, we're taking a look at three of the first releases for SNK's mighty little games machine known as the Neo Geo Pocket Color – one of which (*King of Fighters R-2*) has the ability to transfer character data between Dreamcast using SNK's forthcoming link cable. Look for more coverage of NGPC releases in future issues of DCM.

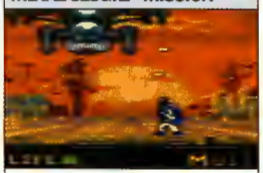
KING OF FIGHTERS R-2



Based on SNK's wildly popular *King of Fighters* games, the series' first handheld incarnation presents a lineup of 14 different fighters – down from the dozens of combatants in *King of Fighters: Dream Match 1999*. Barring the roster cut, however, the gameplay is remarkably faithful to full-size fighting games, thanks largely to its fast response time and the NGPC's well-designed D-Pad. Its graphics and sound are also top-notch, making for one of the most well-rounded handheld fighters to date.

PRICE: **$34.99** AVAIL: **NOW**

METAL SLUG: 1ST MISSION



Playing as a special forces operative, it's your mission to infiltrate enemy lines and hit them where it hurts. You've got a basic gun and up-close knife attack, not to mention a slew of weapon power-ups, but the game truly shines when you hop into the cockpit of the Metal Slug, or its airborne counterpart, the Slug Flyer. Visually, it's is one of the best-looking portable shooters ever released. Play-wise, the game is every bit as fun as its coin-op counterpart, with well-designed stages and spot-on control.

PRICE: **$34.99** AVAIL: **NOW**

BUST-A-MOVE POCKET

Thanks to the NGPC's full-color display, you no longer have to squint at microscopic symbols inside each bubble like the B&W handheld versions of *Bust-a-Move*. Taito has also made sure to include a split-screen battle mode versus the CPU, and, better yet, the ability to link two NGPCs together (with two copies of the game, of course) and go head-to-head against a human opponent. Everything about this game is incredibly addictive, from the gameplay itself right down to each stage's super-catchy theme.

PRICE: **$29.99** AVAIL: **NOW**

GEAR

Game Gear Bubblegum

Sega (America)
Price: Collectible

Complete with Sonic the Hedgehog on-screen, this collectible confectionary still has the original, frighteningly stale bubblegum inside. Plutonium, move over.

Sonic Wristwatch

Sega (America)
Price: Collectible

Can't keep up with Sega's hyperactive mascot on-screen? At least you can keep time with him with this rare character watch. 'Time to be cool,' indeed.

Seaman VMU

Sega (Japan)
Price: Pack-in with *Seaman* Limited Edition

You won't find these in stores – the limited edition Seaman set has become extremely difficult to obtain. Other than its clear shell, it's a regular VMU.

Signed Sonic Cartridge

Sega (America)
Price: It's definitely *not* for sale

Meet the videogame equivalent of a Clint Eastwood autograph: a copy of Sonic the Hedgehog, *signed by creator Yuji Naka. In gold ink, no less!*

House of the Dead Gun Set

Sega (Japan)
Price: $80-100 on import

Japanese Dreamcast owners get all the perks – or at least the violent ones. Unlike the US version of HotD2, *this special set actually comes with a gun.*

Famitsu Dreamcast

Sega (Japan)
Price: ¥550

We're the only official Dreamcast magazine in America – but not on the planet. Take a gander at our Japanese counterpart, Famitsu Dreamcast.

DC Japan

GAMING NEWS DIRECT FROM TOKYO

Dead Again

Japanese developer, Ecole, is gearing up to challenge *House of the Dead 2* for the lightgun throne with its the sequel to *Death Crimson* on Saturn. This time around, the game will include special attack combos, hostages to be saved, and a multitude of undead enemies to battle with your lightgun. Ecole has also implemented an adjustable difficulty which automatically reacts to your playing ability. If you're precise and skillful, *Death Crimson 2* will become more difficult; if you can't hit the side of a barn, the game will cut you some slack. But it's the four-player cooperative mode that's sure to please gamers with all players gunning for enemies on the same screen. The game is set for a November release in Japan.

More lightgun fun with *Death Crimson 2*.

***Star Gladiator 2* and *Tech Romancer* are among Capcom's latest flurry of Dreamcast announcments.**

Star Gladiator 2

Capcom strikes again with a double announcement regarding Dreamcast versions of both *Star Gladiator 2: Nightmare of Bilstein*, as well as *Kikaioh: Tech Romancer*. Both ports of arcade games, *Star Gladiator 2* should bring back memories for console players who tested out the original on PlayStation. For the sequel, Capcom has introduced new characters to the complete lineup of 22 playable fighters. Among them are Kaede (a female ninja) and the mysterious Rai-On. In addition, Capcom has improved the Plasma techniques by adding three new types: Plasma Field (freeze enemies), Plasma Reflect (repel opponent), and Plasma Revenge (counterattack). Japanese DC owners will already be playing *Star Gladiator 2* by the time you read this.

Kikaioh is yet another fighting game, but gives you the chance to duke it out in mech armor. With large 3D fields and collectible items, Capcom's colorful arcade port allows you to choose from 12 different mechs. Fights take place on the ground or in the air, giving opportunity to enact spectacular attacks in attempts to wear down your opponent's defense shields. Slated for a fall release in Japan.

Hello Dreamcast

Sanrio's uber-cute mascot, Hello Kitty, is set to help Japanese gamers with managing email on Dreamcast with *Kitty Mail*. Part virtual pet, part email program, Kitty Mail is set to dress up Japanese Dreamcasts as well. Sanrio and Sega have teamed up to market a special Dreamcast in a transparent casing with colorful Sanrio characters decorating the shell. The special edition Dreamcast is set to sell for around 23,000 ¥, or roughly $200.

Roommate for Rent

Dreamcast is shaping up to be the system of choice for life-sim junkies in Japan and Sega's latest announcement that it is currently developing a "roommate sim" confirms its status. *Roomania #203* promises to deliver both life and romance simulation elements for those looking for virtual love and happiness with their Dreamcast. It does, of course, sound terrible. Look for it to hit Japan this winter.

> On Import

SHENMUE

By the time you read this, the first chapter of *Shenmue* will be on its way to store shelves in Japan. Don't walk... don't run... DRIVE to the import store and check out what's sure to be a classic game.

Publisher:	Release:
Sega	Oct. 28 (Japan)
Developer:	Price:
Sega	¥5,800 ($50)

Columns Comeback

Sega's most popular cast of videogame characters to never make it to the US is set to appear in their second *Tetris*-like puzzle game, *Hanagumi Columns 2*. A sequel to the original on Saturn, the game releases this December. With Internet capabilities, you'll also be able to puzzle against other gamers online, while downloading all sorts of upgrades and add-ons. Next issue, we'll give you the complete scoop on the firthcoming *Sakura Taisen 3*!

DC WORLD

Eternal Arcadia

Sega's big RPG, *Project Ares*, renamed and revealed

With the recent unveiling of *Project Ares* under its official name, *Eternal Arcadia*, we here at DCM have learned more about the storyline to what may be one of the biggest RPGs of recent years.

Based on a world where airship travel is the norm, pirates rule the skies in two distinct camps: the Black Pirates and the Blue Pirates. While the Blue Pirates loot the rich to give to the poor, the Black Pirates are not so discriminating and their spoils never reach the needy.

Vyse, the main character in *Eternal Arcadia*, belongs of course to the Blue Pirates, along with his childhood friend, Aika. The third character prominently featured in early illustrations is Fina, a mysterious young woman who joins in on Vyse and Aika's quest to fight against the Black Pirates while exploring new continents.

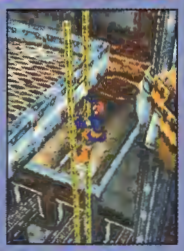
With interest in *Eternal Arcadia* running high, we infiltrated Sega's Tokyo headquarters to seek out the team responsible. Software R&D, Dept. #7 – also known as the 'Project Ares' team leaders – consist of producer Rieko Kodama, director Yosuke Okunari, and writer Shuntaro Tanaka.

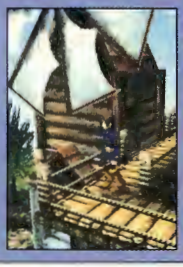
DCM: Now that *Project Ares* has officially been named as *Eternal Arcadia*, what can we expect of the game as a whole?
RK: We're attempting to make an RPG that any gamer can easily pick up and play, with really bright, colorful worlds. We have also included innovative gameplay features making it easy for players to really connect with the main character. RPGs are usually not flexible and players have to follow a predetermined path.

Eternal Arcadia will, of course, still have a few set scenarios for the player to follow, but we're emphasizing the importance that the player will feel that they are creating the story as they go along, without it being a multi-scenario adventure. This is the type of RPG we've always wanted to make.

DCM: Is there any connection between *Eternal Arcadia* and the *Phantasy Star* series?
RK: Regarding content, there's absolutely no connection. We're considering this a completely original title.

DCM: So about how long can we expect *Arcadia* to be? How big is the world within the game?
ST: Since it's at such an early stage in development, it's difficult for us to say exactly how many hours it will take to finish. But it will be quite long. Everything is in 3D and players will be able to fly in boats while traveling the skies. The emphasis on the feeling of space and the vast size of the world will be really strong.





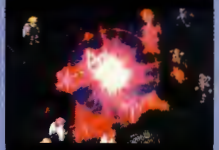
The sense of breathtaking depth from these early screens showcases Sega's grand-scale attempt at an epic adventure. Stop drooling.

> FYI

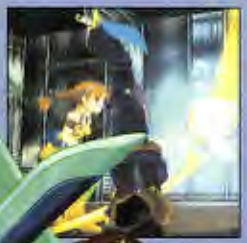
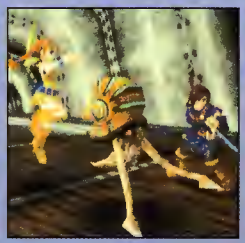
In RPG news this issue, we're pleased to report that Ubi Soft has picked up the rights to publish the uber-cute traditional RPG, *Evolution*, here in the States. Expect it to hit shelves very soon, if it hasn't already. You can expect a full review in the next issue of **DCM**.

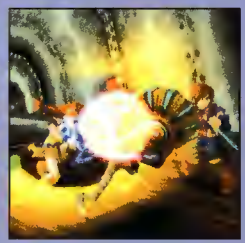
In related news, Sting, the developers of *Evolution*, is hard at work on *Evolution 2*. The sequel will feature the original cast of characters and many of the same features, but the company plans on implementing 'fixed dungeon layouts' in addition to the randomly generated maps found in the first. Sting has also gone so far as to include realistic weather effects, variable game events, the ability to escape from battle, as well as all new VMU mini-games. The game should hit Japan before the new year. Great news for us RPG nuts.

A new publishing company, UFO Interactive, has emerged Stateside to publish many of NEC Japan's games. The illustrious list includes both the redux of the Saturn strategy RPG *Black Matrix AD* and the sim-heavy *Seventh Cross*. Both games are slated to be out by year's end.

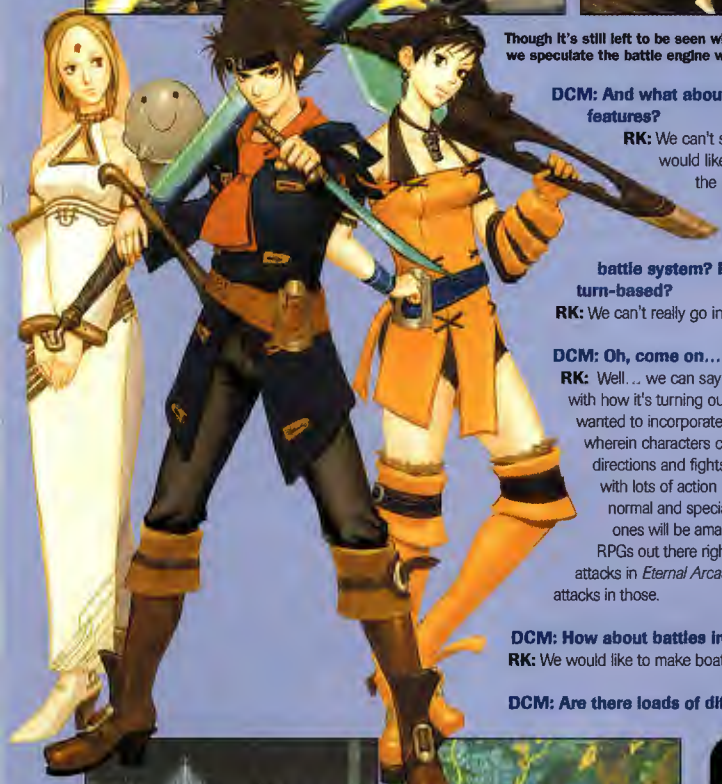


RPG publisher Working Designs has gone on record to state company president Victor Ireland's renewed interest in publishing games, including RPGs, for Dreamcast. Though no titles have been announced, it's great news for fans everywhere.



Though it's still left to be seen whether combat in *Eternal Arcadia* will be turn-based or real-time, from initial impressions, we speculate the battle engine will be a competent mix of both, a la *Grandia* or *Final Fantasy VIII*.



DCM: And what about online or VMU features?

RK: We can't say right now, but we would like to find a way to use the modem...

DCM: Can you tell us about the battle system? Is it real-time or turn-based?

RK: We can't really go into specifics at this point.

DCM: Oh, come on... please?

RK: Well... we can say that we are pleased with how it's turning out. For example, we've wanted to incorporate 'moving battle scenes,' wherein characters can move in different directions and fights will be very dynamic with lots of action going on at once. Of the normal and special attacks, the special ones will be amazing! Compared to other RPGs out there right now, even the normal attacks in *Eternal Arcadia* will best the special attacks in those.

DCM: How about battles involving the ships?

RK: We would like to make boat battle scenes...

DCM: Are there loads of different ships?

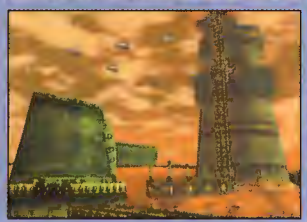
YO: There are all types of different ships in the game, ranging from small to gigantic. Basically, the ships that belong to villains will be modeled mostly after those used in World War I. We've also made sure to vary the ships depending on what country it comes from, so you can expect them to have different weaknesses and characteristics. Some will be vulnerable to side attacks; others to frontal assault. They'll also move differently depending on which characters are piloting them.

DCM: So why ships and pirates?

ST: In Japan, all children are very familiar with *Treasure Island*-type stories and legends with stuff like big boats, pirates, treasure hunts, etc. These types of stories left deep impressions on the population of children in Japan and it's easy for them to immerse themselves in a game like this. It's also a world that can be enjoyed by adults, of course. With the power of Dreamcast, for the first time it's possible to create a world where ships fly convincingly amongst the clouds on a console. For this reason, we went with this initial idea.

DCM: What can you reveal of the plot of *Eternal Arcadia*?

ST: The basis of the story revolves around the 'Discovery Era,' or the 'Columbus Era.' But we opted for flying ships instead of regular boats to give it a unique feel. The main character, Vyse, will be able to discover different countries while participating in some very cool battles.



Every single continent and country will have a distinct feel, each with its own races and manner of dress, language, and even fighting

> Letter Perfect

This question is concerning one of my favorite RPGs ever: *SHINING FORCE 2*! I was just wondering if a *Shining Force* game will be coming up for Dreamcast and if there are going to be any *LUNAR*-related games coming out for Dreamcast.

Thanks
Jason G.
djbeatzzz@aol.com

As big fans of the *Shining Force* series, we can say that Sega would be stupid not to continue the tradition and produce either a compilation of previous titles in the *SF* series or create a completely new one for Dreamcast. But unfortunately, no word yet on whether anyone in the company is working on it. Our bet: Someone is, but we won't hear a peep until next year. As for *Lunar*, it's been whispered rather loudly that Game Arts is working on *Lunar 3* for Dreamcast in Japan, but its fate here in the US is still undetermined. With Working Designs' recent interest in publishing games for Dreamcast, there's still hope for the series to return to its Sega roots.

Wondering about RPGs for Dreamcast? Send it in to: Fantasy Zone, c/o DCM, 150 N. Hill Drive, Brisbane, CA 94005. Or email us at: DCMag@imaginemedia.com. Thanks to Axel for the amazing art of Nuriko, FZ's postmistress extraordinaire. Check out more of Axel's cool work at http://clearscape.com/~axel.

LET THE EVOLUTION
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Sega Dreamcast

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"EVOLUTION IS A SHINING EXAMPLE OF DREAMCAST'S POWER."

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JOIN MAG LAUNCHER IN HIS BATTLE AGAINST THE 8TH EMPIRE & DISCOVER THE MYSTERIES OF ANCIENT PANNAMN AND "CY FRAME" TECHNOLOGY. REVOLUTIONARY 3D GRAPHICS AND LIGHTENING QUICK ANIMATIONS AND COMBAT DEMONSTRATE THE POWER OF THE SEGA DREAMCAST™. EVOLUTION, THE FIRST RPG FOR THE SEGA DREAMCAST™, TAKES THE GENRE INTO THE NEXT, NEXT GENERATION.

神機世界 EVOLUTION

THE WORLD OF SACRED DEVICE

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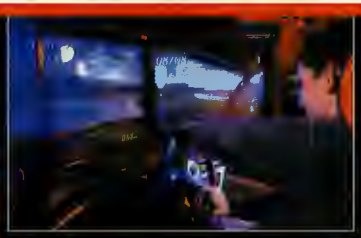


Get on the stick

Behind the wheel of Sega's amazing *F355 Challenge*

Yu Suzuki created this 3-monitor monster for your driving pleasure. Drive it in simulation mode if you can.

Let's face it — most of us will probably never get behind the wheel of a real Ferrari F355. Well, you could, but the police would eventually catch you – afterall, a bright red supercar doesn't exactly blend in to the everyday mall traffic. Thanks to legendary arcade designer Yu Suzuki, however, you'll at least get the chance to experience the next best thing — and with no time in the Big House (a definite bonus).

Responsible for some of the best arcade-style driving games ever — including *Hang-On*, *Out Run*, *Power Drift*, and *Virtua Racing* — Suzuki set out to create a racing simulation without rival in *F355 Challenge*. Having had the opportunity to play the game while it was still on test, we can safely say that his goal hasn't gone unrealized.

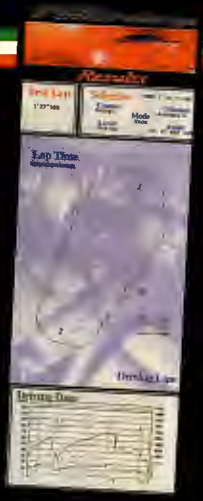
This realism begins with players being surrounded by three 27-inch monitors, powered by three independent Naomi arcade boards (basically, three Dreamcasts). "For *F355* to have a display that is closer to the human eye angle, that is to say 50mm, the processing required became extremely heavy. That is why we needed numerous Naomi boards to do it," says Suzuki. "This feature may be the biggest difference between *F355* and other racing games."

But it's definitely not. Climbing into the game's Milano red cabinet, you're faced not only by three massive monitors, but a true six-gear shifter, a clutch pedal, steering-mounted shifting paddles, and an array of four multi-colored buttons that aren't for shifting camera angles – they toggle ABS brakes, Traction Control, Stability Control, and an Intelligent Braking System. It's upon seeing these that you begin to realize that this is not your average arcade racer. Plunking in your credits and pressing start re-affirms this beyond a doubt.

Unbelievable yet true: Randy would rather spend all day playing *F355 Challenge* than behind the wheel of the real thing. (Actually, we think it has something to do with his driving record.)

You're presented with three difficulty levels: Novice, Intermediate, and Simulator. In the most basic mode, braking and shifting are handled for you – it's the most like a traditional arcade racer. Intermediate skill has you shifting using the steering-mounted paddles, and Simulator disables all computer assistance for control and utilizes the true six-gear shifter and clutch. Gameplay modes are broken down into Training (you're alone on the course, and are shown the best path around it), Driving (a free run around any course), and Race (where the real action begins).

The game's eight circuits – Motegi, Monza, Sugo, Suzuka, and Long Beach – are modeled after their real-world counterparts down to individual tree



'But mom, I'm a good enough driver to borrow your car tonight, really.' Try that after printing out a spotless record from *F355* and you might stand a chance.

locations. And thanks to Naomi's power, every tree, spectator, and aspect of the courses (and the cars racing on them) look nearly photo-realistic. One entire Naomi board is used to pump out the game's equally realistic, 3D positional sound, and, er, Van Halen tunes.

Racing on Simulator setting is the closest thing you're every likely to get to a real F355 – our art director, Dan, has taken racing lessons, and he

Three Naomi boards running in tandem produce the game's incredibly detailed visuals. An entire fourth board is dedicated to surround sound effects and music.

attests that it feels every bit like the real deal, especially the shifting and handling. Opponent AI is also especially keen. "In fact, the AI is different for each level. For Novice and Intermediate, we make some adjustments [to opponent skill levels]. For Simulator level, the car abilities stay the same, and only the opponent's driving skills are different," boasts Suzuki, proudly.

After the race, you can have your skills evaluated by *F355*'s driving computer, and, for a few additional credits, printed out on an easy-to-read form. Perhaps some entrepreneurial arcade operator will set up a custom framing desk on premise?

If you think your skills are up to snuff, *F355 Challenge* can currently be found burning rubber in arcades countrywide.

> Sticker Shock

Just for fun, we thought we'd compare the sticker price on a real Ferrari F355 with Yu Suzuki's sterling simulation of the real thing. The results: A real F355 GT F1 will set you back roughly $140,000 while the coin-op costs about $22,000. Don't even ask about insurance...

Don't cross the streams!

Brave Firefighters has the strangest peripheral ever...

Latest in Sega's line of 'real-life occupation' games, which includes the incredible *Crazy Taxi*, *Brave Fire Fighters* outfits you and a friend in the smoke-stained garb of firefighters out to douse blazes and rescue survivors from burning buildings.

Not the most unusual of concepts, but the means of control certainly is. Rather than joysticks or lightguns, the arcade cabinet features two 'light firehoses.' The nozzles shake realistically when water is sprayed, and twisting them changes the water flow from direct stream to wider dispersion.

Mind your water usage or you'll see a drop in pressure, and you'll then have to wait for it to recharge. Dousing fires quickly will extend the time you have for completing the level and saving survivors. And, just like *House of the Dead 2*, there are oodles of branching paths.

Brave Fire Fighters should start setting arcades ablaze next month.

Fran and Randy live out their lifelong dreams of becoming firefighters. It's like *Backdraft*, only without Kurt Russell (right).

Everything but the girls

Fasten your seatbelts – it's Airline Pilots!

It's odd enough to see a jet combat simulator at your local arcade, but an airline sim? Egads! Nutty as it may sound, it's for real, and the closest you're ever likely to get to the inside on an actual airline cockpit – unless you're five years old and pester the stewardesses enough, that is.

Available in one- and three-screen flavors, the game's cabinet features a working flight yoke (push in to dive, pull out to climb), rudder pedals, gear and flap switches, and independent throttles for each of your plane's engines. In short, it looks and functions pretty much like the real thing.

Gameplay is broken up into Training and Flight modes. Training mode has you performing a number of maneuvers, such as takeoffs and landings, following the orders of an air traffic controller and flying through wire-frame 'guides.' Flight is essentially a free-flight mode, offering daytime or nighttime excursions over Toyko.

Expect *Airline Pilots* to appear on the radar some time later this month.

Tip: If you see this fellow greeting you at the door on your next flight, quickly turn and run (left). *Airline Pilots*' three-screen version offers a stunning panoramic view (above).

"ASK TEAM SUZUKI" QUESTION #206

WHAT ABOUT RACING

SUZUKI ALSTARE Extreme racing

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SUZUKI ALSTARE OFFICIAL GAME FACTORY SQUAD

ALSTARE FACTORY SQUAD

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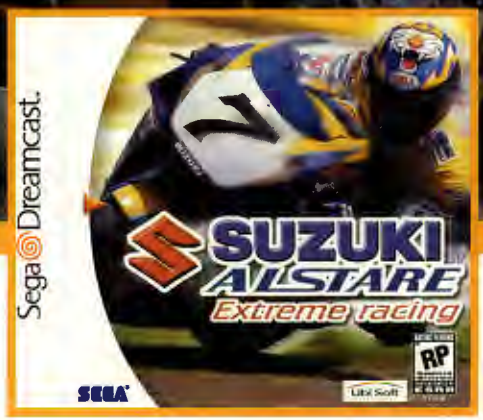
SUPERBIKES IN THE GREAT OUTDOORS?



Sega Dreamcast.

criterion studios

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First & Ten

As President of Visual Concepts, he scored a touchdown with NFL 2K. Now he's hoping to do the same for all of Sega's first-party development. Meet Greg Thomas — the man with the plan.

DCM: So how happy were you with *NFL 2K*?

GREG THOMAS: I'm never happy with anything I do, and that's just something I have to live with. But there are a lot of things in *NFL* that I'm very happy with, and there are a lot of things that I felt could be better and will be better next year.

DCM: How did you create such a stunning game on your first try with Dreamcast? Did you guys all sit down with every football game ever?

GT: I mean, every single detail, all the time. And not just football games. I mean, every single sports game. Because they're all different. If we saw an interface or if we saw something that we liked about it, you know, we cribbed it. If we didn't like it, we said, well, that's the last thing we want to do. We want to do it different, so let's do it like this.

DCM: And what do you think the competition will pick up on the most?

GT: On-field play-calling. You'll never see those little windows of play-calling diagrams again. Because I think people realize that I can call my plays on the field, and that makes a lot more sense to me because I can see where they're cutting, at exactly the thirty-yard line or whatever. That's one of them. There are really so many. I mean, just how we did the catching, our whole collision system, people are going to try to copy that. Technologically, it's going to be difficult on current-generation hardware. But they will try. And they will get somewhere with it.

DCM: What percentage of the game will be overhauled for the sequel?

GT: There's a lot of things that will be overhauled. The things that won't be overhauled and will be instead evolved will be the whole AI behavior system. A lot of our tools are changing because we've learned a lot about the Dreamcast and our graphics engine will be completely revamped.

DCM: Do you have any expanded online ambitions for the game next year?

GT: Well, I think that online is a key component of a sports game. I think that I'd like to see Sega Sports titles played more online than offline. That being said, I have nothing specific to say because I don't want to give our competitors a leg up on what we're doing.

DCM: You're VP of Product Development at Sega. Where are you going to be taking SOA development over the next year?

GT: We're not going to do anything that I don't feel we have a real solid chance of succeeding with. We're going to try to look at the top two developers and try to convince them that we make sense, and we're going to support them as much as we can, to show them that we want to work with them. I'm not interested in trying out new, unproven developers. We're also going to be working really closely with Japan, sharing technology as well as code and designs, even. I may not be able to generate as many games as you'd like me to, but the ones that we will generate will be games that I will put my stamp of approval on.

DCM: Finally, how do you think Dreamcast's technology is going to stack up to the competition toward the end of next year?

GT: I've seen nothing of Dolphin. As far as the PlayStation 2 demos we've seen, we've seen what everyone's seen. And, you know, some of our guys looked at them and said, "We can do that on the Dreamcast, no problem." That being said, they have newer technology. And we expect it to be better. We also expect that Sega games will be better because Sega makes the best games. And that's true of Sega Japan, and we're trying to make that true of SOA.

"I'm never happy with anything I do, and that's just something I have to live with."

In real life, Duke Nukem would be forced to attend 'sensitivity training'.

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The Time Tunnel

> Sega plays a starring role in the history of videogames, and it's a story that's as old as your Dad's collection of Bill Haley forty-fives.

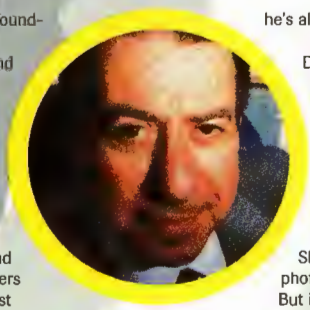
Impressed with your Dreamcast? You should be. It represents the cutting edge of gaming technology – the result of four years of R&D and a knee-trembling $500 million of investment. It also represents a distillation of videogaming know-how from a long line of Sega game consoles spanning the entire history of videogaming. Put simply, this is no flash in the videogaming pan.

The 50s–70s: The Rock 'n' Roll Years

If you're a Sega stalwart (and you don't need to sleep under a Sonic and Knuckles comforter every night to be one), you'll probably have fond memories of the Sega consoles of yesteryear. The golden days of the Master System were treasured times for fans of Sega's mid-eighties coin-ops, and the Genesis' glorious trouncing of the Super Nintendo was a victory that Sega won't forget in a hurry. But success hasn't always come so easily for this old timer.

But how did the company get so big? It all started a long time ago...

Sega is a Japanese company, founded by Americans, that virtually rules the arcade industry around the world. But in its home market of Japan, competition in the business of selling gaming systems into homes has always been fierce, and the battle for market share prohibitively tough. It's America where the company has consistently scored big. And the record numbers of pre-orders for Dreamcast are just the latest evidence of the public's undying love affair with Sega and its games.



David Rosen helped found Sega in the days of yore.

You may be surprised to hear that the name *Sega* isn't Japanese at all. It's actually Swahili for 'insert coin.' No, of course it's not. It is, in fact, an abreviation of 'Service Games' – a company set up in the early 1950s by entrepreneur Marty Bromley.

This was a time when the US Senate was worried about the addictive nature of amusement machines. When they restrictions are placed on the use of slot machines in the States, a quick-thinking Bromley spots the chance to make some Yen and starts exporting slot machines from the US to Japan. By 1955, he's also manufacturing jukeboxes.

Enter another young American – David Rosen. Around this time, he's finishing his tour of duty with the U.S. Air Force during the Korean conflict, but he also sees Tokyo as a land of opportunity. He sets up a business importing automated photo booths from America which charge 200 Yen and dispense photographs within two minutes. "Nifun Shashin" – literally, 'two-minute photos' – is a huge success.

But it isn't until 1964 that Rosen and Bromley merge companies to form Sega Enterprises, Ltd. By this time, Rosen Enterprises has a strong hold on Japan's amusement market, and Service Games is a much larger company with its own manufacturing plant and jukeboxes in approximately 6,000 locations. Rosen then uses Sega's manufacturing facilities to build electro-mechanical games – remember, it's going to be a few more years before videogames become a reality.

His first game arrives in hippy-infested 1967. *Periscope* is an attack-submarine sim in which players scan a stretch of ocean through a periscope, then fire torpedoes at ships as they cross the horizon. It isn't a big hit with the hippies but everyone else loves it, and it's such a big success, Sega begins designing new games every year. Its first proper videogame, *Fonz* (a game best left forgotten), arrives in 1976. The seeds are sown.

The Fonz has nothing to do with Sega's first real videogame of the same name, but, heyyyy...

The 80s: Electric Dreams

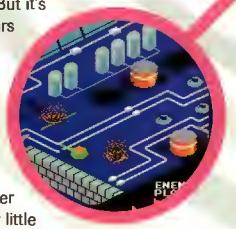
Ah, what a stylish decade. If you were old enough you might have had a Flock of Seagulls poster on your bedroom wall (and a nasty pastel *Miami Vice* blazer in your closet, we'll wager). Don't be embarrassed: the eighties weren't all bolero jackets, mullets, and dodgy De Loreans. Well, actually they were, but we're doing our best to forget it. In fact, such a disastrously unhip decade perhaps explains why videogaming took off so rapidly – if clothes really looked that bad, no wonder people preferred to hide out in dark amusement arcades.

You'd never gues this SG1000 was early 80s, by looking at it, would you?

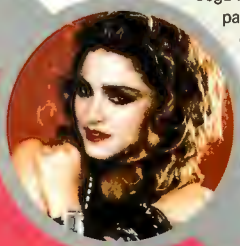
In 1981, Sega provides some good reasons for people to lurk in dark arcades. There's *Monaco GP* (the original up-screen racer), *SubRoc 3D*, *Tac Scan*, and *Space Fury* (early attempts at 3D using wireframe vectors but with great gaping holes through everything so it all looks like wireframe). But it's not until *Zaxxon* appears the following year that the Sega name becomes one to watch. It's the first shoot-'em-up to employ an isometric viewpoint and it looks amazing. Players all over the country crash their little ships into the first high wall and curse the third dimension for being so confusing.

The De Lorean: Only worth buying if complete with time machine attachment.

Zaxxon players all over the country cursed the third dimension for being so confusing.



The next few years sees Sega designing software for the Atari 2600 and other machines, while working on its own hardware – the SG 1000 console and its home computer equivalent, the SC 3000. But in Japan, Nintendo has already cultivated a strong following with its 8bit Famicom.by 1984, and Sega hasn't been invited to the party. The SG1000 fails to gain a foothold and it isn't until two years later that Sega releases another machine – the Mark III console, which eventually becomes the Master System in the west.



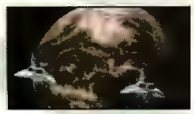
While Sega brainstormed for the SG1000, Madonna continued to accessorize at a frightening rate.

The first shipment of 40,000 Master Systems arrives in the US in September 1987 and they come in two configurations – a basic system with the game *Hang On* for $139 and a deluxe system with a Light Phaser gun and *Safari Hunt* that sells for $149. The colorful graphics wipe the floor with the NES' cruddy display and despite a lack of developer support that ultimately hampers the machine's long-term success (Nintendo has all its third parties locked into exclusivity agreements) some great games appear such as *Phantasy Star*, *Y's*, and *Missile Command 3D*. The lat-

The first step into a wider world: The Sega Master System was never a huge hit, but it paved the way for the mighty Genesis.

THE GAMES THAT ROCKED IT

ASTRON BELT (1983)
The state of the art in arcades in 1983 is simply a LaserDisc FMV movie with sprites overlaid on top. It looks incredible but plays exactly like a movie. That's because it is a movie.



HANG ON (1985)
The sequel may have been better, but for its day *Hang On* was tremendously playable. The deluxe model – complete with tilting bike – was Sega's first specially customized coin-op. The Master System conversion was memorable.

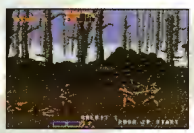
SPACE HARRIER (1986)
Ahhh, *Space Harrier*. How we remember gasping in awe when we first saw those ludicrously fast zooming sprites. And after sampling its powerful hydraulics we knew that videogames were changed forever. Well, they were more loads more expensive anyway.

OUT RUN (1986)
The legendary *Out Run* enters arcades. It appears in the summer – at the same time as an expensive but novel Konami racer, *WEC Le Mans*. The rotating cockpit of the *WEC* game was impressive and the game well designed, but it wasn't long before Sega's superbly designed competitor sailed past in the coin-taking stakes.

Yu Suzuki's game had a revolutionary forked route system that opened up 15 lovely-looking stages. It also had selectable music, amazing powerslides (enabling you to shave hundredths of seconds of your best times), and lots of punishing hidden twists and turns. The most addictive driving game ever? We think so.

SHINOBI (1987)
A supremely playable platformer that owes a debt to Namco's *Rolling Thunder*. Faster gameplay, a challenging structure, and some enormous boss characters.

GOLDEN AXE (1989)
Essentially a fantasy version of Technos' *Double Dragon* but with better visuals and some great humorous touches. The two-player mode was a brilliant laugh (especially when you could battle it out with your fellow player for the possession of bonuses and forms of transport (like, er, dragons). The Genesis conversion was remarkably close, and a decent Master System version followed.



The Genesis — it did what Nintendidn't.

The 90s: Teen Spirit

Sonic the Hedgehog is born on Genesis in 1991

While it's true that America has never fully recovered from the eighties (Crockett and Tubbs have a lot to answer for), at least it was a good decade for Sega coin-ops. By 1990, any gamer that's spent too much time lurking in dark arcades has to have a Genesis – it's that simple.

There are superb versions of *Ghouls 'n' Ghosts* and *Golden Axe*, an excellent platformer in the shape of *Mickey Mouse's Castle of Illusion*, and, perhaps most famously, EA's *John Madden Football*. However, 1990 actually sees the aging 8bit Nintendo have its best year yet, and believing that Genesis sales should be better in America, Nakayama replaces Katz with former Mattel Toys president Tom Kalinske. An aggressive marketing and pricing plan is implemented and a secret weapon unveiled: *Sonic the Hedgehog*. Designed to run gold rings around a certain Italian plumber, *Sonic* manages to overshadow the huge excitement surrounding the Super Nintendo and Genesis outsells the big N ending the year with a 55 percent share of the 16-bit market. Sega has a big party.

The 8bit Game Gear, launched in 1991, doesn't have the same run of luck. Though the system has color graphics, a back-lit screen, and is supported with a cool translation of *Sonic* and several other good games, it never wrestles the market away from Nintendo's Game Boy because battery life is poor and the hardware too expensive. Which, incidentally, is exactly what arcade owners say about Sega's new R360 hydraulic coin-op that appears in the same year. That, plus the fact that people feel a 'bit wobbly' after playing *G-Loc*. Some arcades need new carpets.

1991 was also the year that CD-ROM finally reared its ugly head in the guise of the Mega CD. The following year it introduces Genesis owners to the joys of CD games – slow loading, limited interactivity and, well, not much else really. The first titles include a CD with several old Genesis games: the controversial FMV *Night Trap*, *Sewer Shark*, and, er, *Make My Video with Marky Mark*. (How he ever got

The 32X: Cool idea, hampered by the fact that it was completely crap.

Yu Suzuki [1983]

A keen young graduate, Yu Suzuki, joins Sega and starts designing coin-ops. Within three years, he proposes Sega's most ambitious coin-operated game to date (projecting the cost of the hardware based on intended specifications) and Sega executives say that such an expensive game is out of the question. When Suzuki promises to pay back his fee if the game does not pay for itself, he gets the green light.

This approach also works for *Out Run*, *Space Harrier*, *After Burner*, *Virtua Fighter*, *Virtua Racing Daytona USA*, and, most recently, *F355 Challenge*. When he gets bored of playing around with Ferraris, hopefully he'll make sure the impossibly beautiful *Shenmue* gets translated too – that would be nice.

ter uses Sega's custom 3D glasses to great effect.

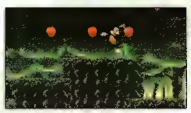
In 1988, Sega releases a new machine in Japan with a weird frisbee-shaped cartridge port. The 16bit Sega Mega Drive looks the business – like the control deck to a space ship – and arrives with a choice of games such as *Altered Beast*, *Last Battle*, and *Tatsujin* (a.k.a. *Truxton*, a conversion of the great *Toaplan* coin-op shooter).

In the US the following year, the machine is retitled Genesis (a good idea) with *Altered Beast* packed in the box (not such a good idea). Five other games are at launch and a "Sega does what Nintendon't" ad campaign stirs things up considerably. But with Nintendo controlling more than 90 percent of the market in the US, Genesis sales are slow… to start with. Although perhaps that had something to do with the decision to release *Moonwalker* starring Michael Jackson…

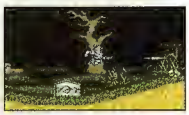
THE GAMES THAT ROCKED IT

MADDEN FOOTBALL - 1992
This Electronics Art title was the Genesis killer app until *Sonic* arrived. Even the technologically superior SNES could only muster up a crude version by comparison.

CASTLE OF ILLUSION - 1991
This surprise hit from Sega was one of the most drop-dead gorgeous Genesis games around. It captured the Disney series with superb backdrops and tunes.



GHOULS 'N' GHOSTS - 1989
Yuji Naka was the lead programmer of this Genesis conversion of the Capcom arcade game – a game as so tough it aged gamers by ten years. And that was just the first stage.



SONIC THE HEDGEHOG - 1992
If only you could have seen the faces of the Nintendo reps at the 1991 Summer CES when this game went head to head with *Super Mario World*…

STREETS OF RAGE - 1992
Final Fight with better gameplay – that's what Sega's fighter offered in a nutshell. As well as some rather splendid Yuzo Koshiro music, if our memories serve us correctly.

VIRTUA RACING - 1991
At a time when polygons were usually seen in clunky PC flight sims, Yu Suzuki's *Virtua Racing* was truly out there. The game was designed on a new hardware board named Model 1…

VIRTUA FIGHTER - 1993
Suzuki's AM2 release is the first fighting game to feature realistic polygon characters. Effectively it's a blueprint that all 3D fighting games have borrowed ever since. Sarah Bryant was not invented.

DAYTONA USA - 1994
Ushering in Sega's Model 2 technology – an amazing leap over [illegible] and the most [illegible] and some realistic powerslides.

Sega Saturn (1995)

Despite having the 32bit market to itself for three months in May this year, the Saturn's high price tag plus one or two disappointing titles (*Clockwork Knight*, and a clunky conversion of *Daytona USA*) undermines some confidence in Sega's system. In an effort to bolster faith, Sega commits most of its marketing budget to the system. It works, and units fly off shelves.

the part in *Boogie Nights* after this shambles is a mystery to this day.)

With a strong line of sports simulations, adventure games, and the only home version of *Mortal Kombat* that includes the 'fatalities', Sega outsells Nintendo in 1993, the most lucrative year of the 16-bit era. And then some bright spark decides on something called 32X. How we laughed (and then cried). Here was a mushroom shaped peripheral that plugged into the Genesis' cartridge port, effectively doubling the console's processing power. On paper, perhaps it did double the power -- but in truth it was about as effective as, well, a mushroom. A conversion of the Model 1 *Star Wars* coin-op (oh dear) and *Cosmic Carnage* and *Motocross Championship* (words fail us) didn't help.

But this dark cloud over Sega's future eventually passes and on November 22, 1994, the 32bit Saturn console hits Japan. Despite *Virtua Fighter* being the only game worth purchasing on day one, it's a huge success immediately selling around 500,000 units. Sega is back in the game.

1995–1999

Two (much overused) words that sum up gaming for much of the nineties – 'next generation.' Watch out Sega, because 3DO and Atari are setting the pace with new consoles containing [illegible] power. The truth is, back then we're all still playing the Genesis because its games are better than anything on the 3-Doh! or Jag (actually we had better games on our digital watches than on the Jag).

In Japan, meanwhile, a staggering five million Saturns have been sold

Sega's May 1995 release of its 32bit machine takes everyone (including rival Sony) by surprise. Most of all by its high price – at $399 with *Virtua Fighter* packed in the box, it's too expensive. Not surprisingly, sales are slow.

The 32bit hardware war doesn't begin in earnest, though, until the Electronic Entertainment Expo in 1996 where Sony drops the price of the PlayStation to $200. Sega immediately follows suit the following day, and the Saturn retails for half of its original $400 tag. "I pity those suckers who paid 400 bucks a year ago" say Saturn newbies. "Up yours," say legions of Sega freaks who've been enjoying the Saturn since day one.

In Japan, meanwhile, a staggering five million Saturns have been sold and some impressive third-party support has been generated. It seems that every developer with a girlfriend simulator or weird egg-blob-thing A-Life sim wants their game on Sega's system. But there's also some good stuff like Yuji Naka's *Nights* and a great conversion of *Sega Rally* (boosted by the NetLink that also gets a Stateside release). Sega is already way ahead of Nintendo (itself plugging the new N64) in its domestic market.

By 1998, the Saturn is playing host to quality titles such as *Shining Force III*, *Panzer Dragoon Saga*, and *Burning Rangers*. But sadly, these come to represent the final years of Saturn's lifecycle as the company prepares for the launch of its new game system – code-named Katana. However, we don't get to hear about it officially until Sega announces the system in early 1998 -- Dreamcast, will be released in Japan in November, we're told. Over the next ten months Dreamcast's rapidly growing library of games swells to include *House of the Dead 2*, *Get Bass*, *Power Stone*, *Marvel vs Capcom*, and the awesome *Soul Calibur*. Sega announces that the console will launch in the US September 9 at $199, and –most importantly – with a modem as standard. Big smiles all round. The rest, as they say, is the future. DCM

Nomad: It's a Genesis in a handheld box, and the batteries last about twenty seconds. Doh!

THE GAMES THAT ROCKED IT

VIRTUA FIGHTER 2 (1995)
We remember playing this in Shinjuku, Tokyo, a few years back. The arcade had machines placed back to back so you couldn't see who was kicking the bejesus out of you. Crafty!

VIRTUA FIGHTER 3 (1997)
The Model 3 board provided the horsepower for this incredibly successful fighting game – Japan's most successful ever, in fact. There's a pretty accurate version of the Dreamcast, too.

SEGA RALLY 2 (1998)
At first we weren't that impressed with Sega's Model 3 coin-op. But once we'd become accustomed to the superb tracks, we grew to love it just as much as the original.

PANZER DRAGOON SAGA (1997)
Okay, so it sounds like a tank game, but it is in fact a weird fantasy RPG/shoot-em-up. Team Andromeda employed the creative nerve behind it.

Back to the Future ...

And the rest, as they say, is history. Or rather, the future. As Dreamcast launches in the US and Europe, Sega is looking healthier than it has in years, and the prospects for this amazing piece of kit are nothing short of stellar.

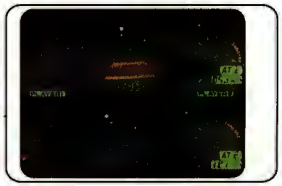
0-60 IN 1 SECOND.

HIGHSPEED

At 60 frames-per-second, TOKYO XTREME RACER is one of the fastest console games in existence. It's a white-knuckle racing experience that will leave you breathless.

HIGHVOLTAGE

Throw down against road rivals in point battle mode, customize your import racer in quest mode, or choose versus mode to go head-to-head at a blistering 60 frames per second.



HIGHOCTANE

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Sega Dreamcast.

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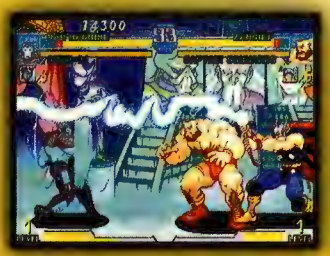
MARVEL VS. CAPCOM

CLASH OF SUPER HEROES



Imagine the battle: Spider-Man vs. Mega Man…Incredible! Or, who would stand victorious in Strider vs. Captain America? Amazing! Now Capcom's #1 smash arcade fantasy fighter comes to the Sega Dreamcast! Experience the world's most amazing battles between your favorite legendary Capcom characters and super heroes of the Marvel Universe.

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Sega Dreamcast.

Apes Odyssey

"Take your stinking paws off me, you damn dirty ape!" Fox Interactive goes back to the future with *Planet of the Apes*

"Homer, do you ever think about the future?" says Marge as they wait in line to see *The Empire Strikes Back*. Homer replies, "You mean will apes be our masters?" A classic *Simpsons* moment, and a reference to one of Fox's great franchises – a prime sci-fi epic *Planet of the Apes*. If you remember well the utter shock of the final scene of that movie (clue: the Statue of Liberty isn't supposed to be that short), then like us, you'll be drooling over the prospect of a Dreamcast game based on Charlton Heston's '60s loincloth-and-rifles romp. Which is why we flew down to LA in our private **DCM** jet (well, the seat was ours, anyway) to hook up with the game's producers at Fox Interactive. Turns out there's more to their Dreamcast line-up than meets the eye.

The security guards at Fox Plaza eye our photographer's bags suspiciously as we struggle into the elevator to take the ride to the 17th floor. We expect to find a plush and spacious office, with movie stars wandering around chatting to the programmers and hanging out in the kitchen – perhaps a rooftop pool and a martini bar. This is, after all, Fox Interactive – it's as close as you can get to Hollywood without wearing an Armani suit and having a cell-phone surgically grafted to your right ear. The reality, though, is somewhat different. Low ceilings, people squeezed into every available space, and everyone looking very busy. And, crushingly, no rooftop pool.

For those of you who haven't already seen the 1968 sci-fi classic *Planet of the Apes*, this photo sort of spoils the ending. Sorry 'bout that.

It's as close as you can get to Hollywood without wearing an Armani suit and having a cell-phone grafted to your right ear

"We're expanding so fast, it's getting kind of crazy," chimes our host, Priscilla. "Would you believe this is the most expensive office space in LA?" Frankly, no, but then we're ushered into the boardroom where a panoramic view of the city gleams from behind the Plexiglass. Okay, so maybe it is. But that's not the view we came for. The game running on the Dreamcast dev-kit in the corner holds an allure that no amount of smog and skyscrapers can hope to match.

Hey, hey, we're the monkeys!

On-screen, the world of *Planet of the Apes* springs vividly to life. The scene is familiar – the wooden cages from the movie, a trapped human, a gorilla guard.

"This is where it all starts," says producer Cos Lazouras. "You have to escape from the cage. With, erm, a bowl of soup."

A bowl of soup?

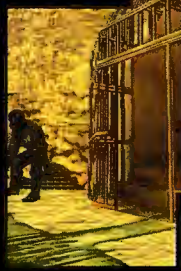
"In the bowl of soup, which you have to drink, is a note and a key. It's a simple puzzle to get you started. They get harder than that, obviously, but it gives you an idea of the gameplay mix we're aiming for. When we started the project it was as much as seventy percent puzzling and about thirty percent action. It's changed a little since – we're up to about fifty-fifty."

That work started some 18 months ago, and since then, a world has emerged. The statistics alone are impressive – there are over 2,000 lines of dialogue, 16,00 motion captures – a quarter of which are dedicated to the hero (not Taylor from the original movie – but more of that later), 15 distinctive levels, each subdivided into no less than six play areas, all of which are huge.

There's still a way to go yet – *Planet of the Apes* is scheduled for a mid-2000 release, but the building blocks are all in place – and looking like a million dollars. Taking its cue from the distinctive Technicolor look of the film, Visiware uses colored light sources throughout, throwing every location into sharp relief. Caves have an eerie green glow, and the corridors of the ape compound are a mixture of red and orange. The effect is a long way from the sterile-looking environments seen in most titles, and thanks to Dreamcast's superior graphics, every object and creature throws a realistic shadow – it's possible, for example, to see the elongated shadow of a gorilla guard before he rounds a corner, giving you time to hide, or prepare an attack.

Dr Zaius turns slowly to face us, his beady eyes staring out from beneath furrowed orangutan brow. His brown leather robes are patterned in excruciating detail, his arms and legs rendered smoothly. He begins to walk – a lumbering gait, his hands almost brush the ground. He's coming right for us!

Luckily he's only an in-game model, but it's pretty impressive nevertheless. Using softskin texturing techniques which replicate the skin/bones model of real animals, the French developers of *Planet of the Apes* have brought the gorillas, chimpanzees, orangutans and



Much of your time will be spent avoiding guards and desperately trying to figure out a way to escape from the planet of the apes in one piece. The locations familiar to fans of the movies have been faithfully re-created, along with a few surprises (it's not all adobe huts and straw mats). The apes themselves look amazingly lifelike, and move equally convincingly.

IN BRIEF

(+) POINTS

- There are few action/adventures for Dreamcast.
- Looks superb.

(–) POINTS

- What if you haven't seen *Planet of the Apes*? Will you care?

BOTTOM LINE

Fox Interactive has some strong properties, and if ever there was one ripe for a console version, it's this. The world is huge, the characters memorable, and the plot straight out of classic movie. It's not bulletproof, but it looks great from where we're standing.

PLANET OF THE APES

Man is an ass with about as much chance of making it through the next century as a turkey with a severe limp has of making it through Thanksgiving

If you haven't seen the *Planet of the Apes* movie, then you should run down to your local Hollywood Video or Blockbuster (or that independent with all those 'educational' French films) and rent it tonight.

Why? Because we think it's one of the best sci-fi movies ever made. And according to Hollywood gossip, such was the impact of the movie at the box-office that when Fox came to eventually greenlight *Star Wars*, it did so partly because of the similarity of Chewbacca to the hyper-succesful hairy inhabitants of the 1968 *Planet of the Apes*. It was also the first movie to have half-decent special effects in the form of

make-up that didn't make the actors look like either a) guys in big wigs, or b) guys in rubber suits, or c) just guys. But it was the plot that really nailed it, giving the Sixties 'peace, love and harmony' vibe a swift kick in the shorts with a timely reminder that man was basically an ass with about as much chance of making it through the next century in one piece as a turkey with a severe limp has of making it through Thanksgiving. As Charlton Heston discovers at the end of the movie, man just can't resist a nuclear catastrophe.

The plot of Fox Interactive's Dreamcast version is based around more of the mythos of the movies than any one movie in particular. This is a Good Thing. In all, they made five *Apes* films, each one progressively worse than the last. The resistance movement that your character joins in the game is inspired in part by the second film, *Beneath the Planet of the Apes*, in which astronaut hero Taylor (Heston) discovers a race of smart humans alive and well and drinking Coke beneath the flattened cities of the East Coast. The question on many lips at Fox in Hollywood these days is 'will there be a remake?' James Cameron, fresh from *Titanic* success, was slated to direct, but recently pulled out, leaving the project in a no-man's land not entirely dissimilar to the deserts of the movie.

humans of the movies to life on Dreamcast with alarming realism – along with a couple of additions in the form of baboons and mandrill assassins. As convincing as these models are, the movie threw some unusual problems into the mix. There are an awful lot of horses in the celluloid *Planet of the Apes*.

And the horse you rode in on...

Cos has been having nightmares about horses. As producer for *Planet of the Apes*, it's his responsibility to ensure that when the game arrives, it doesn't suck, and – importantly – that it's faithful to a movie that has a huge cult following. And that means getting the details exactly right. Like horses. You may have noticed that you don't see a lot of horses in videogames, and there's a reason for that: horses are really hard to do. Animating anything with more than one pair of legs presents problems that few dare face. Hence the nightmares.

"We've been arguing for a year about the horse issue. I used to have nightmares about gorillas on horseback because it was so insane to me – the concept – think about it – an animal riding another animal, know what I mean? To me the whole movie was a horror film – and although they wanted to get the horses in there, there were all sorts of collision detection problems – so the original solution was to have horse paintings on the walls and sort of suggest and acknowledge the whole horse thing, while

"Run, Forrest, run!" Ulysses has no time for monkeying around as he escapes the ape laboratories. The game is still early, but the colored lighting effects look great.

getting around it in terms of the game. We were arguing back and forth for ages."

But you can't have gorilla infantry trundling about on skateboards. It's just not right. Luckily, the crack developers solved the problem, and the game will have gorillas pursuing you on horseback – just like the movie. And 'just like the movie' is the mantra for every aspect of the game. Every aspect bar the plot, it seems.

The basics remain the same. Apes are in charge, and you're a captured human. Unlike the *Planet of the Apes* book and film, however, you do not play Taylor, the astronaut portrayed so cynically by Charlton Heston, but a character called Ulysses who

(left) *Planet of the Apes* and *Deadly Pursuit* producer Cos Lazouras, *Croc 2* producer Dave Stalker and *Planet of the Apes* associate producer Bruce Maskin get ready for their close-up.

Ulysses contemplates his immediate future, which should, all being well, involve getting to the other side of this glass without getting knocked on the head by an ape.

gets knocked on the head and dragged into a cage to be 'studied.' After escaping, you get knocked on the head again and meet the leader of the human resistance movement, who then inspires you to (after getting knocked on the head yet again) fight the good fight and reveal the truth about those damn dirty apes. And, presumably, encourages you to buy some kind of crash-helmet.

As you progress, you'll discover that the ape society is divided into strict hierarchies (a bit like videogame magazines). The orangutans are the leaders, the chimpanzees the scientists, the gorillas the muscle, and the mandrills the pond scum. But the rag-tag human population has hierarchies too – and a great deal of shocks and secrets to reveal.

All the while, of course, you're completing missions, stealing stuff, killing and hiding the bodies of your enemies, and being chased by those freaky-looking mandrill assassin types – all of which are equipped with enough AI to follow the sounds you make, call for back-up, and generally make things in the hero department very tough for Ulysses.

Your war-chest consists of three action modes: Stealth Mode allows you to tip-toe about in the shadows and generally act creepy, while Normal Mode sees you walking around with not a care in the world ("Monkeys? I see no monkeys!"), and Athletic Mode is specifically designed for fighting and leaping about like a kid that missed his Ritalin. Not all the overly hairy characters you meet will be instant enemies, though. "Some apes will help you," confides Cos. " You can bribe them, and they'll leave you alone. Or, then again, they might just take the cash and call for the guards. Or the assassins might catch you, and then you're buggered."

Yikes. Another first for a videogame?

"Oh, I mean, you've had it. You're dead. You get knocked on the head a lot , but you can also die."

But if you do, then you won't get to see the ending, which, promises Cos with a twinkle in his eye, will be just as shocking as the final twist of the movie. As the day draws to a close, we try to pry the truth out of him, but he suggests we make our own ending up for now. So here goes: Ulysses discovers he's really John Glenn, and part of a practical joke perpetuated on a massive scale. No? Make up your own, then.

– Simon Cox

Deadly Pursuit

It takes ten minutes of constant driving (and knowing exactly where you're going) to get from one side of the city in *Deadly Pursuit* to the other. It will be helped in the final version of the game by the fact that you're a cop with sirens blaring, of course. Based on Fox TV show *America's Scariest Police Chases*, this title – still in its very earliest stages of development – puts you in the driving (and shooting) seat, coping with everything from giving speeding tickets to chasing carloads of armed robbers in massive *Heat*-style battles.

We got our hands on a very early version here at Fox Plaza, and had fun bombing around the empty streets in our impressively-rendered car. More impressive still (if Fox manages to pull it off) will be the voice-activated controls. Providing Dreamcast gets its much-vaunted headset and microphone peripheral, you'll be able to bring up a heli-cam view of the pursuit on command, call for back-up, and say other cop-stuff.

If that doesn't pan out, then there's still a lot of innovation there. Associate Producer Bruce Maskin wants to include 'omniplay', Fox's own two-player control technique which allows one player to drive while the other takes a pad and controls the 'shooter,' or, if they prefer, they can play the robbers. Or for the ultimate in realism, you could just pull into a Dunkin' Donuts and sit on your fat butt for a couple of hours…

This is the most detailed city ever committed to a console. It takes a solid 10 minutes of driving to get from one side to the next, unhindered.

Croc 2

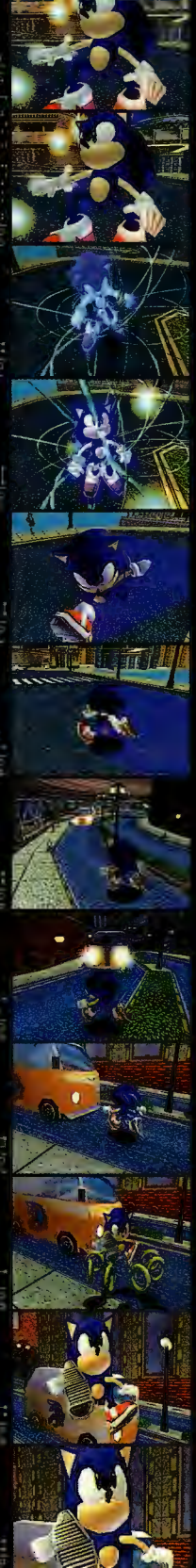
Croc 2 is cuter than a tiny cartoon dinosaur in a brightly-colored world filled with furry little creatures that need rescuing from monsters. Oh, wait a minute....

They look like Furbies, and they need saving. The 'Gobbos,' the cutesy stars of Fox's 3D platformmer *Croc 2*, would surprise no one if they turned up on the holiday wish lists of kids everywhere next year. Like *Planet of the Apes* and *Deadly Pursuit*, *Croc 2* is in very basic shape right now, but looking every bit as colorful and cute as its predecessor. While the original *Croc* was a little too simplistic for anyone old enough to shave, producer Dave Stalker fully intends for the sequel to take the next step and ramp up the exploration and difficulty.

By the time *Croc 2* is completed for Dreamcast, UK developer Argonaut would have already finished both the PC and PlayStation versions, which is good news for DC fans. "By the time it gets to you, we're going to add another Gobbo tribe to save, and there'll be forty-two levels to play through in total," Dave assures us.

Spicing up the action will be mini-games that link the play areas – from hang-gliding to mine-cart racing to snowball racing (!), boat racing, and cart racing. By spring 2000, *Croc 2* may just find itself the platformer of choice for the kids and for those who've played *Sonic* to destruction. Just as long as they don't make talking models of those Gobbos.

" Well, " says Dave with a smile, "It's funny you should mention that…"



SONIC HAS A NEW LIGHT SPEED DASH

SONIC ADVENTURE

Sega Dreamcast

TOO BAD YOUR LAME-ASS REFLEXES ARE THE SAME

Naka's warp speed 3D adventure 40 expansive worlds of bonus rounds and minigames where 6 playable characters snowboard, play pinball, and even talk. moving 360° never felt so good. sega.com

EVERYONE E ESRB

SONIC ADVENTURE

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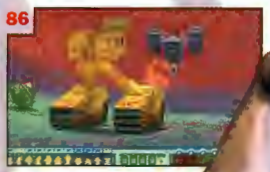
Get Ready



INCOMING!

Release Dates as of Press Time

Evolution	RPG	October
Seventh Cross	Simulation RPG	October
Soul Fighter	Action	October
Suzuki Alstare Racing	Racing	October
Vigilante 8: 2nd Offense	Action	October
Black Matrix AD	RPG	November
Extreme Boarders	Sports	November
Fighting Force 2	Action	November
NBA Showtime	Sports	November
Sega Rally 2	Racing	November
Sega Sports NBA 2K	Sports	November
Slave Zero	Action	November
Test Drive 6	Racing	November
Toy Commander	Action/Strategy	November
Red Dog	Shooter	December
Draconus: Cult of the Wyrm	Adventure	December
Resident Evil: Code Veronica	Action/Adventure	January
Shadowman	Action/Adventure	January
Centipede	Action	Q4
Climax Landers	RPG	Q4
Crazy Taxi	Driving	Q4
Jeremy McGrath Supercross	Racing	Q4
NHL Hockey 2000	Sports	Q4
Seaman	Simulation	Q4
Take the Bullet	Shooter	Q4
Worms Armageddon	Strategy	Q4
Xieration	Racing	Q4
Alone in the Dark 4	Adventure	2000
Batman: Animated Series	Action	2000
Castlevania: Resurrection	Action/Adventure	2000
Chakan the Forever Man	Action/Adventure	2000
Croc 2	Platform	2000
Deadly Pursuit	Action	2000
Ecco the Dolphin	Adventure	2000
Floigan Brothers	Platform	2000
Konami Baseball	Sports	2000
Konami Basketball	Sports	2000
Outcast	Adventure	2000
Planet of the Apes	Adventure	2000
Shenmue	Adventure	2000
Silver	RPG	2000
Boarder Zone	Sports	2000
World Series Baseball	Sports	2000
Baldur's Gate	Online RPG	TBA
Frontier	Online RPG	TBA
Furballs	Action/Platform	TBA
Sega Sports Soccer	Sports	TBA
Toy Story 2	Platform	TBA

It's been almost a month since Dreamcast officially made its way onto American soil, and the excitement surrounding Sega's newest creation seems to be growing day by day amongst developers. No fewer than 16 games are scheduled to hit shelves in the next two months, and more are being announced each week. In fact, by the time New Year's Day rolls around, we should be well in excess of the 30 titles Sega originally promised by the dawn of the new millennium.

Coming Soon is your guide to every one of these forthcoming releases, and in this edition we're taking in-depth looks at the biggest games due to hit shelves by year's end and early next. Headlining the list are *Planet of the Apes*, *Deadly Pursuit*, and Dreamcast's very own version of cheerful platformer *Croc*. We headed for Fox Interactive's Southern California offices for the subject of this issue's Special Report (page 42).

Meanwhile, in the next 11 pages, you'll find first looks at *MDK2*, *WWF Attitude*, *Fighting Force 2*, and lots more. Plus, we've got all the latest info and screens on *Toy Commander* and *Castlevania: Resurrection*.

Don't forget, if you'd like to have your say in our bi-monthly Hot List of most wanted games, send your picks our way at hotlist@dreamcastmagazine.com. We'll tally them up and post the results next issue. This issue it looks as if *Resident Evil* gets your vote. Check back next issue for a full preview!

HOT LIST

WE'RE LOOKING FORWARD TO ...

1. Shenmue
2. Resident Evil: Code Veronica
3. Eternal Arcadia
4. Seaman
5. Floigan Brothers

YOU'RE LOOKING FORWARD TO ...

1. Resident Evil: Code Veronica
2. Shenmue
3. Eternal Arcadia
4. Crazy Taxi
5. NBA 2K

YOU'RE DREAMING OF ...

1. Phantasy Star 5
2. Nights 2
3. Streets of Rage 4
4. Shining Force 4
5. Sonic Adventure 2

LOST IN SPACE

WHATEVER HAPPENED TO ...

The Blues Brothers

Publisher: Titus
Developer: Player 1
Intended Release: 1999

Jake and Elwood had no problem evading mile-long convoys of police cruisers, but they couldn't avoid their latest videogame outing getting axed from Titus' release schedule for reasons unknown. If only *Blues Brothers 2000* (the movie) had met a similar fate...

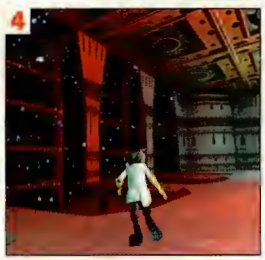
PREVIEWS INDEX

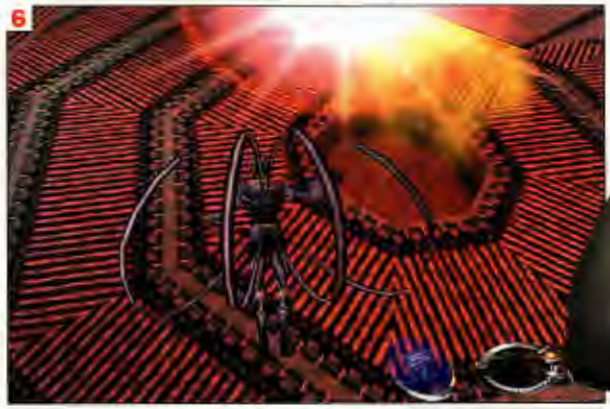
THIS MONTH'S FEATURED GAMES AT A GLANCE

Castlevania: Resurrection 63
Draconus: Cult of the Wyrm 72
Extreme Boarders 58
Fighting Force 2 76
MDK2 48
NBA Showtime 56
Red Dog 56
Soul Fighter 68
Suzuki Alstare Racing 86
Toy Commander 62
Wild Metal 86
WWF Attitude 52

MDK 2

From the country that brought you Bryan Adams, Alanis Morissette, and the trees in the *X-Files*, comes a weird, wonderful, wacky sequel...





1 A force field bars the way. Rats! 2 "Honey, did you let the dog back in?" Max faces the aliens on their home turf — the orbiting space-station. 3 Kurt Hectic does a *2001* and heads for the light... 4 You can play as Doc this time, on the mad scientist's good ship *Jim Dandy*.

5 "Sic 'em, boy!" Max uses all four of his arms (and Uzis) to remove all traces of alien scum from the spacestation. 6 As with the original *MDK*, Kurt can glide using the world's worst-designed parachute...

IN BRIEF

(+) POINTS

- Great-looking graphics, interesting characters.
- Variety of gameplay and levels.
- Toast-launchers!

(—) POINTS

- Will playing either Max or the Doc be as fun as playing the sniper-equipped Kurt?
- It's a big leap from isometric RPG to full-on console action gaming. Is Bioware up to the task?

BOTTOM LINE

It's an ambitous sequel, and if it works, it's going to work spectacularly well. And if it fails...

It's a leap, but there you go. After producing the hit PC RPG *Baldur's Gate*, Canadian codeshop Bioware is ditching the laid-back world of isometric PC adventuring for the high-octane world of the console action game, courtesy of Shiny Entertainment's *MDK* franchise. The orcs, tree-people and beardies are out; leather-clad heroes, space aliens, and four-armed dogs with guns are in. And if you thought you'd heard the last of the word 'wacky', then think again...

Greg Zeschuk is the friendly face of Bioware, and he is, along with co-producers Ray Muzkya and Cameron Tofer, responsible for making the sequel to one of the most unique-looking videogames ever. He's more than clear about his goals for making the second coming of Kurt, Doc, and Max the Dog as memorable as the first.

"What we're going for with *MDK 2* is to create a true sequel," he explains. "We set out to add to the original game rather than try to re-invent it. The areas that I felt could be improved include stuff like more emphasis on the story via cut scenes and more variety in the gameplay."

Zeschuk and his team have blown the game wide open by allowing you to play not just as the helmet-headed Kurt Hectic, but also as mad professor Doc and Max the Dog. Kurt represents the

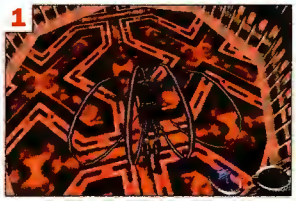
All the trademark *MDK* gameplay tricks are in there — the gliding and the world-famous sniper mode are vital to Kurt's success

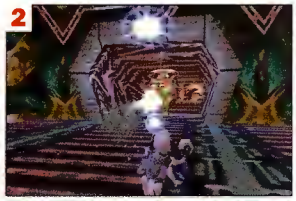
PUBLISHER:	INTERPLAY	GENRE:	ACTION	ONLINE:	NO
DEVELOPER:	BIOWARE	NUMBER OF PLAYERS:	1	RELEASE DATE	EARLY 2000
ORIGIN:	CANADA	PERIPHERALS:	JUMP PACK		

> Doctor Beat

Question What did Greg Zeschuk and Bioware founders Ray Muzyka and Augustine Yip do before they made games?

Answer They ran around in white coats brandishing Family Medicine degrees and calling themselves doctors. Which they were, of course. Bioware was originally founded in 1995 to develop medical educational software — this crew even tried their well-scrubbed hands at some animation, working for two Canadian television shows before eventually deciding that real videogames are more fun (Y'think?).





stealth aspects of the game, while Max is pure action (sort of a super-hairy version of Bruce Willis – oh wait...), able to carry four weapons at once in his Shiva-like arms. Doc spends most of his time solving puzzles and combining found objects to form weird weapons (our favorite is the toast-launcher). There may also be a number of hidden characters, but despite Randy taking Greg into the parking lot and beating him around the head with a plush Sonic doll, they remain top secret. However you slice it, though, it's not just business as usual.

The action takes place over four giant areas. Kurt takes the first and last levels – the Minecrawler (which fans of the original will remember), and the Imperial City – home to the invading aliens. The Doc takes Level 2 – his own ship, the Jim Dandy – and Max blasts his way through an orbiting alien spacestation in Level 3. Each of these four master levels are split into sub-sections, and all the trademark *MDK* gameplay tricks are in there – the gliding and the world-famous sniper-mode are vital to Kurt's success, and the added spice of Doc's puzzling should make for an evolutionary sequel.

"Our goal from the very beginning of the game-development process has been to make something great," boasts Zeschuk. "We don't intend to make an average game. With *MDK 2*, we're very confident we're making a wacky, riveting, and totally enjoyable single-player action experience."

And from what we've seen of the style, *MDK 2* will be just as (ulp!) 'wacky' as its Shiny prequel.

Greg Zeschuk would also like to take this opportunity, on the behalf of Canada, to publicly apologize to the rest of the world for Bryan Adams.

– Simon Cox

1 Kurt's adventures involve a lot of gliding about in brightly-colored psychedelic rooms. He really is the Austin Powers of videogames. Maybe. Erm... 2 Max, on the other hand, just blows the crap out of everything that moves. Or looks like it might move. Someday. 3 "I can see my house from here." BOOM! "Oh god! That was my home, you b—" 4 Doc reflects on how the house has changed since the kids moved away... 5 Max takes a moment to blow the crap out of some more aliens.

THE DEVIL IS AMONG US
AND YOUR DOOM AWAITS

GAMBLERS AND THEIEVES
WILL TEMPT AND ROB YOU.

DEMONS AND DISASTER
WILL REIGN VENGEANCE UPON YOU.

YOUR FAST CARS AND EASY MONEY
WILL NOT SAVE YOU.

FOR WHEN YOU DEAL WITH THE DEVIL
THE DEVIL WILL DEAL WITH YOU.

EVERYONE
E
CONTENT RATED BY ESRB

Sega Dreamcast

Ubi Soft
ENTERTAINMENT

ACTUAL SCREEN SHOT

SPEED DEVILS™

PUBLISHER:	ACCLAIM	GENRE:	SPORTS	ONLINE:	NO
DEVELOPER:	ACCLAIM	NUMBER OF PLAYERS:	1-4	RELEASE DATE:	NOVEMBER
ORIGIN:	US	PERIPHERALS:	JUMP PACK		

WWF Attitude

Acclaim's all-star wrestling series comes to Dreamcast, flashier and more feature-packed than ever

1-2 The Rock gets ready to lay the smack down on Stone Cold, while Triple H heads for the ropes, courtesy of Mr. Austin. **3-4** In addition to their signature moves, sayings, and finishes, each wrestler struts out into the area to their trademark introduction, complete with booming music, pyrotechnics, and video-wall montages. **5** *WWF Attitude*'s repertoire of some 400 moves is based on countless motion captures performed by actual league wrestlers. **6** Mankind reminds Triple H why you don't make fun of people who wear neckties and leather masks — unless you weigh 280 pounds and have 36-inch biceps, that is. **7** The Undertaker finally gets back at X-Pac for all those jokes about his complexion. **8** Each arena is modeled after actual WWF venues, but the real detail is lavished on the wrestlers themselves.

IN BRIEF

(+) POINTS

- The wrestlers look and move every bit like their real-world counterparts, sans all that icky sweat of course.
- More features than any other wrestling game to date.

(—) POINTS

- Unfortunately, until Smell-o-vision becomes a reality, you can't really 'smell what The Rock is cooking.'

BOTTOM LINE

It's the most realistic-looking wrestling videogame ever conceived, with a features list to make even the space shuttle envious.

Due out by mid-November, Dreamcast's very own treatment of the half-sport, half-soap opera that is professional wrestling aims to bring all of the outrageous personalities, signature moves, and over-the-top performances of the World Wrestling Federation into your living room, looking and sounding better than any other wrestling game before it.

More than forty wrestlers comprise the game's roster, including the likes of Stone Cold Steve Austin, The Rock, The Undertaker, and Sable — each with their own signature moves, sayings, finishes, and lavish introductions. More than 400 moves can be expected in total, ensuring that you really will be able to whip your opponent six ways from Sunday and still have plenty of pizzazz left over.

Of course, if you want to test your own mettle as a WWF superstar, developer Acclaim Studios is providing an especially in-depth create-a-wrestler feature that will let you customize your on-screen likeness' moves, size, clothing, individual facial features, and even theme music. You'll even be able to customize the text on your wrestler's shirt.

Taking customization a step further, Acclaim is also planning the series' first-ever create-your-own pay-per-view mode. You'll be able to line up eight matches, decide which title belts you want to place on the line, customize specialty matches, and line up real WWF special events. Accompanying this mode are a slew of other gameplay styles — promised to be more than 20 in all — which include the Survivor Series and King of the Ring. Each will have several match options, including First Blood, Last Man Standing, steel cage battles, and weapons. Aspiring superstars will also be able to tackle a complete season, working their way up to Wrestlemania.

It's easy to make a wrestling game more realistic than the real thing — Acclaim aims to actually make it better. Let's just hope that a 'Sweat Pack' peripheral doesn't factor in there somewhere...

— Randy Nelson

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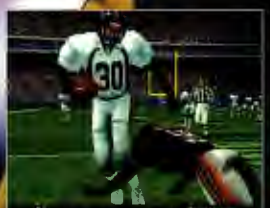

All-new player models feature real-life faces, eye black, and breathe strips

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NINTENDO64

Sega Dreamcast.

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NFL

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Max – Blast aliens with 4 different weapons simultaneously.

Dr. Hawkins – Solve puzzles to create deadly weaponry.

Kurt – Sneak, snipe and shoot in a new suit equipped with a cloaking device.

- **Unique weapons like the Black Hole Bomb, the Atomic Toaster, and Bouncing Sniper Shots that hit enemies around corners.**
- Powered by the Omen Engine™, MDK2 pushes the Sega Dreamcast™ to its limits and beyond with massive animated environments, wrapping shadows, and characters so detailed you can see them blink.

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INCOMING

INCOMING *AVAILABLE NOW!*

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Sega Dreamcast™

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Red Dog

Argonaut takes the 3D shoot-'em-up off rails — and onto wheels

Best known for the groundbreaking 16bit blaster *Star Fox*, UK-based developer Argonaut Software is headed back into the shooter category after a nearly half-decade absence. Most traditional shooters (even the fully polygonal ones) restrict movement to a generally forward-driving direction – effectively placing you 'on rails'. *Red Dog* relies on the concept that you can take alternate paths through its worlds, whether by means of simple forks in the road or completely separate zones.

Of course, there'll still be the requisite droves of baddies to blow up, but this time they're promised to be smarter and more diverse in design than ever. In order to send them packing, you'll have a standard machine gun at your command, as well as swarming missiles and a number of weapon power-ups that will become increasingly handy as you progress into the cavernous levels.

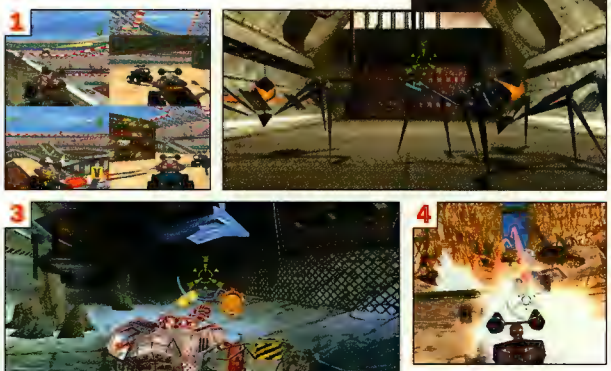
Red Dog should also flaunt Dreamcast's visual prowess nicely, with hordes of enemies on-screen simultaneously, real-time lighting effects, brilliant weapon trails, and smooth-looking, high-polygon-count vehicles.

The game is expected to roll home this December. So keep an ear to the ground, shooter fans – that rumbling sound you hear is *Red Dog*.

– *Randy Nelson*

Only your souped-up monster-truck-like tank stands in the way of an alien horde. Yikes!

PUBLISHER:	SEGA
DEVELOPER:	ARGONAUT
ORIGIN:	UK
GENRE:	SHOOTER
NUMBER OF PLAYERS:	1-4
PERIPHERALS	JUMP PACK
ONLINE:	NO
RELEASE DATE:	DECEMBER



1-4 No sightseeing allowed, as you've got a sizeable arms cache to unleash.

NBA Showtime

High-adrenaline arcade basketball makes the trip home

Nearly a decade after its release, Midway has revived *NBA Jam*'s trademark gameplay and attitude in *NBA Showtime* – and now, after a successful stint in arcades, the game is headed home to Dreamcast.

Showtime features a roster that includes all of the NBA teams and 145 licensed players, including 1999 rookies. True to the game's roots, you'll also be able to unlock a variety of hidden players and teams, such as NBA team mascots and Universal movie monsters. Pitting the Wolfman versus Frankenstein's monster in a dunk contest should prove, er, interesting, to say the least.

Midway has included a create-a-player mode just in case you get tired of the real-world basketball stars – or the outlandish hidden players, for that matter. You'll be able to assign points to specific attributes, choose from 25 different heads, and even give them a nickname that'll be called out by the announcer during games.

Familiar gameplay features such as players becoming 'on fire,' secret power-up codes, and three-point free throws are making a comeback, backed up by a broadcast-quality presentation courtesy of the NBA's official television network, NBC. You can also expect some decidedly unusual courts (such as a desert island) in addition to the standard indoor fare.

Rounded out by a full-season play mode with stat tracking, *NBA Showtime* will be bringing its super-charged take on basketball to DC's court next month.

– *Randy Nelson*

1-2 Performing especially impressive dunks initiates a replay mode. 3-4 Courts will include full-scale arenas and good ol' blacktop.

PUBLISHER:	MIDWAY
DEVELOPER:	MIDWAY
ORIGIN:	US
GENRE:	SPORTS
NUMBER OF PLAYERS:	1-4
PERIPHERALS:	JUMP PACK
ONLINE:	NO
RELEASE DATE:	NOVEMBER

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PUBLISHER:	SEGA	GENRE:	SNOWBOARDING	ONLINE:	NO
DEVELOPER:	UEP SYSTEMS	NUMBER OF PLAYERS:	1-2	RELEASE DATE:	NOVEMBER
ORIGIN:	JAPAN	PERIPHERALS:	JUMP PACK		

Extreme Boarders

You 'did the Dew,' you've 'rocked the vote,' and now it's time to take to the slopes

1 It's snow, snow, and yes, more snow. But it's the best-looking videogame snow yet. 2 Two outfits and three board types are available to each contestant. 3 Dynamic lighting livens up night courses with brilliant multi-colored effects. 4 Do exceptionally well and you'll get a new board. 5-6 Six boarders are available at the outset — Frosty's hidden.

Just in time to precede the rush of snowboarders to the mountains, Sega has done us armchair surfers the favor of bringing the snow and slopes home with the latest in UEP Systems' longstanding snowboarding series. The fourth in the franchise originally titled *Cool Boarders* and born in 32bit land, *Extreme Boarders* (working title) features practically everything that a virtual boarder could possibly want.

Six different snowboarders with varying levels of skills in things such as power and technique give you a chance to not only play a little dress-up (each character has a set of different outfits to choose from), but to also test your agility at tricks in the Half-Pipe mode. Catching the longest amount of air-time ensures that you're able to string together enough insane trick combos to grab the points needed to set records and unlock more courses.

In Free Ride mode, it's simply you against the elements and a brutal time limit. You'll need to crash through obstacles, pull off some amazing tricks, and avoid breakneck turns in order to gain extra time and beat the clock to the finish line. Meeting the requisite amount of points or breaking the time record will give you access to even more secrets and ever tougher tracks.

But the most notable point of interest for those savvy snowboarders who've braved the slopes of previous games in the series is the leap in graphics. Beautiful courses, powdery smooth textures, and slick framerates are all courtesy of Dreamcast, and the difference means no more annoying seams in the environment and far more natural character animations. The only thing we're hoping for the title's release is that Sega includes some kind of option to cease the announcer's cheesy chatter. With 'cool and hip' (read: trite) commentary throughout, early versions made us feel trapped in some straight-to-video rip-off of *Bill and Ted's Excellent Adventure*. Like, totally.

That notwithstanding, *Extreme Boarders* promises to deliver on all other counts with its lush graphics, imaginitive and original courses and fast-paced gameplay. Look for it to break the ice in time for the holidays this November.

– Francesca Reyes

IN BRIEF

(+) POINTS

- Silky smooth 60fps action looks beautiful.
- Lots of tracks to unlock and plenty of challenge.

(–) POINTS

- Will the gameplay be taken to the next level? Maybe not.
- The cheesy announcer must be destroyed!

BOTTOM LINE

Virtual boarders take note: it's time to take your controller to the mountains and get serious with your board in UEP Systems' latest. With great graphics and a new set of courses, it may be perfect for a fan's holiday wish list.

THIS IS THE HEART.

TEEN
T
CONTENT RATED BY
ESRB
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Sega Dreamcast.

THIS IS THE SOUL.

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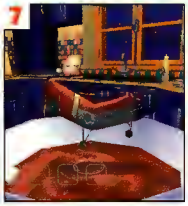
PUBLISHER:	SEGA	GENRE:	ACTION/STRATEGY	ONLINE:	NO
DEVELOPER:	NO CLICHÉ	NUMBER OF PLAYERS:	1-4	RELEASE DATE:	NOVEMBER
ORIGIN:	FRANCE	PERIPHERALS:	JUMP PACK		

Toy Commander

Sega's newest action-strategy offering is out to prove that size really doesn't matter that much after all

PLAY IT! ON THE CD



1-3 This two-story house is your playing field, and, as these miniature forts show, it's really a world within a world. 4-5 The game's aerial missions offer strategy and racing.

6 Each room contains several tasks to complete set out by its boss. Beat his best time, and you'll go one-on-one against each other in a battle royale. 7 Even the most mundane household objects have their role in gameplay.

We've spent the past few weeks tinkering with a playable version of Sega's premier action-strategy effort on Dreamcast, *Toy Commander*, and it's shaping up to be a lot more than a glorified war game featuring plastic vehicles instead of 10-ton tanks.

Rather than a tedious combat simulation that has you commanding your units remotely, *Toy Commander* puts you behind the controls of 35 unique miniature vehicles, ranging from RC cars to rescue helicopters. Breaking the game world up into eight rooms of a fully-realized 3D house, the gameplay itself is mission-based, with each room having several varied tasks for you to complete.

The idea of the game is to alternate between the toys available in each room, utilizing their specific abilities to get the job done. One of the earlier missions, for instance, has you hard-boiling eggs using a miniature WWII-era fighter plane to shoot the knobs on a range. That gets the water boiling, after which you must carefully pilot a Jeep along the counter to push the eggs into the pot. Perform these tasks faster than the best time for the room, and you'll go against the boss character itself one-on-one.

Of course, there'll also be a number of more action-oriented missions, such as driving toy cars around a jump-laden bedroom circuit and aerial races through rings in the kitchen. Developer No Cliché has put its experience designing scenarios for adventure games such as *Little Big Adventure* to use to ensure that no two missions feel exactly the same. They won't look the same, either, thanks largely to Dreamcast's ability to hold loads of textures in memory and render even the tiniest of details, such as clutter on countertops and finely-patterned wallpaper.

Sega is promising more than 50 hours of play, every mission and boss battle considered, but it isn't stopping there. It's even planning a two- to four-player deathmatch mode with an eye toward extending its replay value even further (though, regrettably, this mode is not in the previewable version we played).

So, will these toys captivate you every bit as much as the ones you played with as a child? Give the playable demo on this issue's GD-ROM a whirl and decide for yourself. We'll be back with a full review of the game next issue.

– Randy Nelson

IN BRIEF

(+) POINTS

- Every mission's different, which should help increase replay value.
- You'll be treated to some of the most meticulously detailed environments ever presented in a videogame.

(–) POINTS

- The pace of earlier missions might be a little too laid-back for action gamers' tastes.

BOTTOM LINE

Sega hopes to turn the action-strategy genre on its ear with a game that's faster, friendlier, and less linear than its competition.

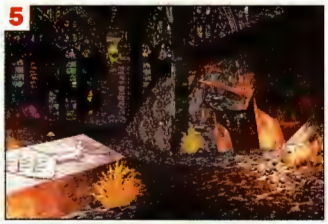
PUBLISHER:	KONAMI	GENRE:	ACTION/ADVENTURE	ONLINE:	NO
DEVELOPER:	KONAMI	NUMBER OF PLAYERS:	1-4	RELEASE DATE:	SPRING
ORIGIN:	US	PERIPHERALS:	JUMP PACK		

Castlevania Resurrection

Konami sheds new light on its dark quest

1 'None shall pass!' Victor comes face-to-face with his worst Knight-mare. 2 The game's graveyard boasts more re-animated ghouls than Michael Jackson's *Thriller* video. 3 'Um, I don't think this is the right house...' 4 The new graveyard location.

5 The castle is looking a little shabby thse days. 6 Atmospherically lit corridors conjure fond memories of the 16bit classics. 7 Some rooms are incredibly detailed — check out that ceiling painting and the candlesticks.



IN BRIEF

(+) POINTS

- Dozens of monstrous baddies, from wolfmen to shambling zombies, all rendered in meticulous detail.
- Sprawling levels that are some of the creepiest ever seen in a videogame.

(—) POINTS

- Don't expect the adventure aspects of the 8 and 16bit *Castlevanias* — this one's all action.

BOTTOM LINE

The second 3D outing for one of gaming's longest-running series keeps looking better and better.

Count Dracula doesn't like trespassers, especially the press. Luckily, we're well-stocked with garlic bulbs and holy water, the only credentials accepted when you're on the trail of the latest *Castlevania: Resurrection* info.

First and foremost, we've dug up some new gameplay details. Fans of past *Castlevania* outings will be happy to hear that both Sonia and Victor will be able to acquire secondary weapons that are powered-up by heart icons (which, as usual, appear after destroying torches and enemies). This time around, however, their effects will be all the more devastating – unleashing the crucifix's secondary attack, for instance, sends a flurry of the anti-vampire icons shooting every which direction. Perfect for when you're surrounded.

Also certain to be of assistance in especially dire predicaments is the ability for your character to roll in four directions away from harm's reach and perform a quick turn-around blow at enemies attempting to sneak up on them from behind.

One look at the image of Sonia high-tailing it through the Count's stunningly detailed graveyard is proof enough that Konami's development crew is aiming for a new milestone in atmosphere for the series, which has always relied heavily on spook factor. Every twist and turn of this area should hold legions of undead rising from their graves to impede your progress – that is, if gawking at the amount of detail that's been lavished on them doesn't do that job for them.

Castlevania: Resurrection remains on track for release next spring, and we'll have more new details on the game as soon as we can convince Fran to scarf down some garlic, pick up a whip, and head back into the Count's creepy digs.

– Randy Nelson

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Sega Dreamcast.

PUBLISHER:	MINDSCAPE	GENRE:	ACTION	ONLINE:	NO
DEVELOPER:	TOKA	NUMBER OF PLAYERS:	1	RELEASE DATE:	OCTOBER
ORIGIN:	FRANCE	PERIPHERALS:	VMU		

Soul Fighter

Three of the best-dressed soul savers this side of the Vatican set out to rescue the land from a powerful curse [and poor fashion sense]

1 Toka has worked to lend each level its own distinct atmosphere, and effects such as falling snow go a long way towards that end. 2 More than 40 different enemies are to be expected in all. Unlike these Gillmen, many are specific to certain stages. 3-4 First-person weapon mode is most useful against airborne attackers. 5 Orion's staff fires energy bolts as its default attack. 5 Like his comrade's weapons, it can power up to unleash a combo.

IN BRIEF

(+) POINTS

- 60 frames per second, non-stop action in lavishly detailed levels.
- Smarter-than-average enemies should help give the game an edge over its predecessors.

(–) POINTS

- It's a beat-'em-up, so repetitive bludgeoning is a necessary evil.
- Multiple paths could disorient players used to linear games.

BOTTOM LINE

Lavish graphics aside, *Soul Fighter's* true promise lies in its smart enemies, spacious environments, and engrossing atmosphere.

Since our first look at *Soul Fighter* in Issue One, the chiseled hero, Altus, has been joined by two more characters – the wizard Orion and a female ninja named Sayomi. Their land's inhabitants have been transformed into a ghoulish horde by a powerful curse, as was commonplace in medieval times, apparently. Dispatching baddies causes their souls to be whisked into a vial that the trio must deliver to the geographical origin of the curse for it to be broken – and, presumably, so that a climactic end-boss encounter can transpire.

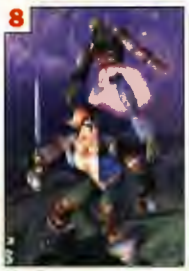
This quest carries the teammates across six regions, each divided into 10 sub-levels and comprising such locales as rain-drenched forests, foggy swamps, dilapidated castles, and the requisite dungeons. Each area drips with atmosphere, thanks to lots of varied textures and weather effects such as rain and lightning.

Altus' strength is, well, his strength; Orion's staff can hurl magical bolts at enemies; and Sayomi uses her dual daggers to tackle multiple foes. Their weapons are tied into a strength meter, meaning that, when overused, they must be sheathed until the meter rebuilds. A second, even more lethal, combo has also been added that requires you to locate magic leaves throughout each level to charge its power meter. Upon execution, it envelops enemies in flame and sends them hurtling into a world of pain.

And it's a well-deserved fate, given the amount of torment they're certain to put you through. Each of the game's forty-odd enemies, including end-of-level bosses, will attack in groups, pursuing your character, and even calling in reinforcements that are uncommon in most beat-'em-up baddies.

Even in its pre-release state, *Soul Fighter* manages to stab along at a lively 60 frames per second, which is sure to make all of this commotion occurring on-screen all the more riveting. Let's just hope the whole show's not too intense – we wouldn't want any soiled armor, now, would we?

– Randy Nelson



7-10 Enemies become increasingly pesky as the levels progress, leading to a climactic boss battle.

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Sega Dreamcast

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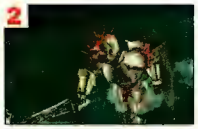
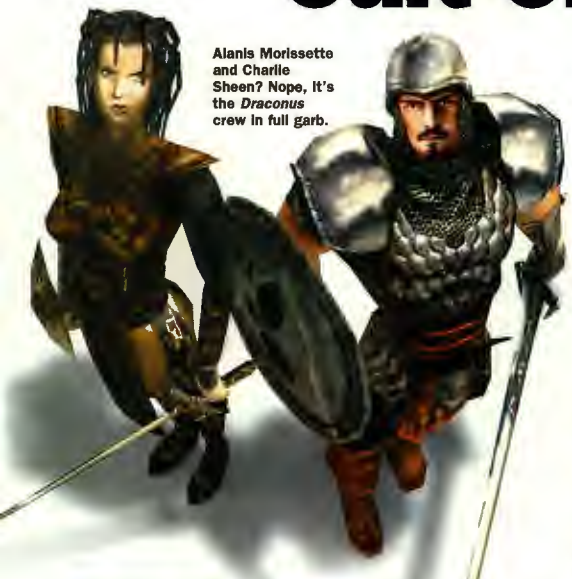
PUBLISHER:	CRAVE	GENRE:	ACTION/ADVENTURE	ONLINE:	NO
DEVELOPER:	TREYARCH	NUMBER OF PLAYERS:	1	RELEASE DATE:	DECEMBER
ORIGIN:	US	PERIPHERALS:	JUMP PACK		

Draconus: Cult of the Wyrm

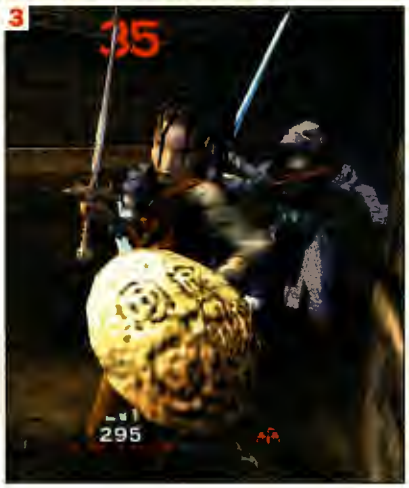


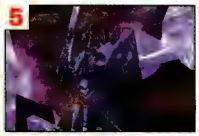
1 Aeowyn executes a brilliant looking, room-clearing spell. 2 Heavy water jogging? Cynric shows off upgraded armor and armaments.

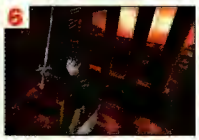


Alanis Morissette and Charlie Sheen? Nope, it's the *Draconus* crew in full garb.

Leave your rulebooks and dice on the shelf – these dungeons and dragons are for real







1 *Draconus*' enemies are a crafty bunch — they'll sneak up on you at every opportunity. 2 Enemies range from lightly-armed dwarves to thunderous reptiles like this big lug. 3 Main characters and enemies alike are finely detailed, down to flowing clothing and hair. 4 Game engine cut-scenes, not CG, set the mood. 5 Cynric models the latest in medieval action-man chic. 6 Puzzles are scattered throughout each level to break up the hacking.

IN BRIEF

(+) POINTS

- Complex enemy AI should make for some truly captivating sword fights.
- Large characters and expansive levels.

(—) POINTS

- *Draconus* seems to have the hack-'n'-slash down pat. Let's hope that the puzzles are up to snuff.

BOTTOM LINE

Die By the Sword developer Treyarch tries its hand at console swords and sorcery, promising intense swordfights, clever enemies, and mind-bending puzzles in lavish medieval levels.

Slicing someone in half with a bloody great broadsword is as unpleasant a proposition as you could entertain, admittedly, but when that someone is a goblin, troll, or evil Shaman – well, it's no more than they deserve, is it? And thanks to medieval melee expert Treyarch, a hell of a lot more pug-ugly nasties are going to die by the sword when *Draconus: Cult of the Wyrm* slithers its way onto Dreamcast this December.

From the action/adventure-friendly third-person viewpoint, you control either the male warrior Cynric or female mage Aeowyn, confronting a formidable 50-80 enemies on each of the 15 ranging, non-linear levels. Combat should be gratifyingly messy, since limbs can be severed, blood will spray with carefree abandon, and the enemy's advanced AI routines will send them scurrying away only to launch complex counter-attacks, alone or in group formations. Play to your character's strengths, and, as their performance improves, there will be corresponding enhancements to the power and efficiency of the weapons they wield – for both the bluntly physical arms Cynric favors and the more ethereal sphere of magic preferred by the sorceress Aeowyn.

An all-powerful beat-'em-up-style super-move will be available for each character, too – providing that extra *je ne sais quoi* for those times when a crushing axe blow to the skull simply won't do.

While story-advancing scripted events will be interspersed throughout the game, individual stages are arranged around a series of hubs, giving the player a certain amount of freedom in deciding the actual order to play them. So sharpen your blades, men, because *Draconus* is shaping up to be a viciously-entertaining blend of fantasy and action – and taking prisoners is not an option.

– Max Everingham

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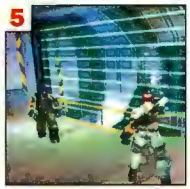
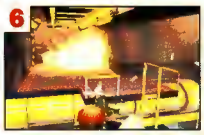
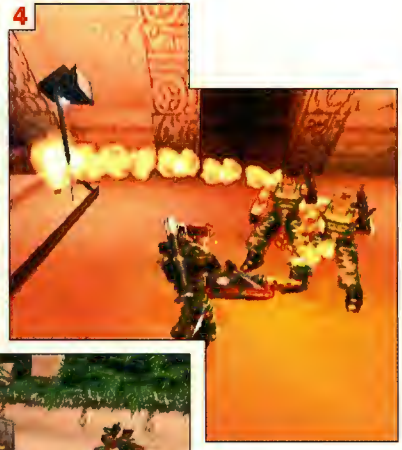
PUBLISHER: EIDOS INTERACTIVE	GENRE: ACTION	ONLINE:	NO
DEVELOPER: CORE DESIGN	NUMBER OF PLAYERS: 1	RELEASE DATE:	NOVEMBER
ORIGIN: UK	PERIPHERALS: JUMP PACK		

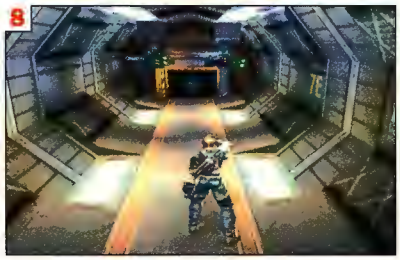
Fighting Force 2

Tomb Raider creator Core re-works its 32bit beat-'em-up for duty on Dreamcast









Bearing little in common with its predecessor, *Fighting Force 2* tosses aside the linear levels and waves of look-alike baddies and drop-kicks towards a deeper experience that will hopefully be more like a good spy movie than a prolonged barroom brawl. Brit developers Core Design (with the same team responsible for the original game) has set out to accomplish this by completely overhauling the engine and gameplay, placing you within fully 3D go-anywhere levels.

Playing as the lead character from *Fighting Force*, the chisel-jawed Hawk Manson, your mission is one of infiltration while avoiding detection – certainly a notable departure from the first game's in-your-face fisticuffs. A mad scientist is bent on creating an army of genetically-enhanced super soldiers, and each stage has you completing several different objectives (such as stealing blueprints) which aid you in your quest to foil his plans *(I bet they're mad plans - Ed)*.

That's not to say that a fair amount of punching and kicking won't go a long way in helping you throughout your mission, however, and Hawk's arsenal of hand-to-hand moves is shaping up to be quite robust. Of course, a sizeable cache of weapons is also available, including rocket launchers and submachine guns.

Technologically, the game will also be a marked departure from its forerunner. Each stage possesses its own decidedly different atmosphere, generated through high-resolution textures, dynamic lighting, and subtle nuances such as palm fronds that sway in the breeze and dust that rises when gigantic bulkhead doors activate. Great attention is also being paid to weapon and explosion effects, which rely on true particle physics to create brilliant showers of sparks and billowing smoke.

Sound like a very different experience from the original *Fighting Force*? That's what Core is aiming for, and we'll find out just how different it is when it arrives in Test Zone next issue.

– Randy Nelson

1-2 This arctic base is just one of the game's sprawling levels. Inside the facility, things heat up considerably. 3 Palm fronds sway realistically in the breeze. 4 Hawk gives enemies a hot foot with one of his new weapons. 5-8 Each level has a vastly different atmosphere, from high-tech labs to jungles.

IN BRIEF

(+) POINTS

- Stands to be deeper and more varied than its mindless forbear.
- Dynamic lighting and true particle effects help boost the realism level considerably.

(–) POINTS

- Though clever, enemies all look much the same.
- Tight quarters could make for some disorienting camera quirks.

BOTTOM LINE

This former by-the-book beat-'em-up is now a go-anywhere action/adventure title relying more on completing objectives than beating baddies senseless.

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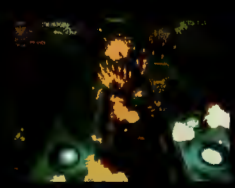

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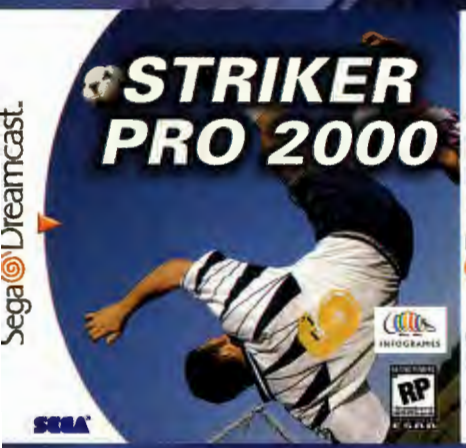

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Suzuki Alstare
Extreme Racing

Even motorcycle racing is going 'extreme' — is nothing sacred?

1-2 Two of the newly-added courses. One has you racing through desert flats; the other is a city, complete with malls. 3-4 New bike and rider models — licensed by Suzuki.

PUBLISHER:	UBI SOFT
DEVELOPER:	CRITERION STUDIOS
ORIGIN:	UK
GENRE:	RACING
NUMBER OF PLAYERS:	1-2
PERIPHERALS:	JUMP PACK
ONLINE:	NO
RELEASE DATE:	OCTOBER

Having gained an official license from the Suzuki Alstare racing team, Dreamcast's first motorcycle racer is undergoing a lot more than a name change for its US release – consider it a complete overhaul.

Originally launched as *Redline Racer* across the Pacific, the game will hit these shores carrying two of the world's fastest superbikes with it – the Suzuki Alstare SuperBike GSX-R750 and GSX-R600, which, unlike those in the original release, are fully customizable. New bike and rider models have been developed for the game, as have four brand-new courses, bringing the grand total of locales to seven across 12 circuits. They're not limited to city streets – racing also takes place on snowy mountain roads, beachfronts, and arid desert flats.

Two-player racing is also to feature prominently in the game, but if that's not your pace, Ubi Soft's localization team is working to dramatically improve the opponent AI in single-player heats.

Rounded out by a full championship mode, three skill settings, and the ability to race mirrored variants of all its courses, *Suzuki Alstare Extreme Racing* will speed onto shelves later this month. Expect a full review of the game next issue.

– Randy Nelson

Wild Metal

Multiplayer melees are also part of the mix. Just remember: Everyone can use weapons every bit as lethal as yours.

Lemmings creator DMA Design trades its lovable tribe for a motley cast of mechanical monstrosities and loads of action

Get damaged or overturned and the rescue chopper flies in for a save.

PUBLISHER:	ROCKSTAR GAMES
DEVELOPER:	DMA DESIGN
ORIGIN:	UK
GENRE:	ACTION/STRATEGY
NUMBER OF PLAYERS:	1-4
PERIPHERALS:	JUMP PACK
ONLINE:	NO
RELEASE DATE:	JANUARY

Casting you as a sort of intergalactic Mad Max work-alike, the premier Dreamcast game from the team responsible for classic puzzler *Lemmings* retains its penchant for quirky characters and power-ups, but delivers them this time via a bombastic action-strategy game.

It's your job as a mercenary to rid three planets in a distant solar system of the sentient mechanical animals that have overrun them. Piloting one of five well-equipped armored craft – the Rhino, Bulldog, Manta, Cheetah, or Roadrunner – you roll across the terrain of 21 levels populated by 17 varieties of enemies, both land-based and airborne. And yes, there's even a robo-lemming among their ranks...

There'll be tank smashing aplenty, but the true goal on each world is to locate eight power cores on each that have fallen under control of the enemy.

Each vehicle at your disposal will have its own unique abilities, such as front-mounted spikes, nimble maneuverability, or excellent speed. In true DMA form, the developer has outfitted each tank with a variety of oddball weapons, including teleport missiles and bouncing bombs. And since you're piloting a tank, you'll be able to rotate your turret independently of the direction you're traveling in order to perform evasive maneuvers with ease.

If all goes as planned for *Wild Metal*, turning the game off won't be nearly so easy.

– Randy Nelson

1-2 Realistic physics make for some decidedly nasty spills. 3-4 Each tank has its own set of unique traits. Whether they be extra-tall treads or a lowered profile, they each have different advantages on the battlefield.

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VIDEO RELEASE DATE 09/07/99

Off the Deep

There's something lurking in the water. And it's slippery and cold and it just ran up your pant leg. Welcome to the subaquatic Team Battle special (sploosh!).

The original idea behind Team Battle was to get the magazine team to argue over games, picking one title each to promote to the others. For this second Team Battle, however, we decided to break the rules we'd barely established in Issue 1 and focus solely on one game – Japanese artificial life sim *Seaman*. As you will no doubt gather from this account of our evening in the delightful company of this digital fish-man-thing, it's a strong contender for World's Strangest Videogame. And if you read last month's Team Battle, then you'll know that it's up against some pretty stiff competition.

6.05pm

Randy opens the box.
Simon: What's in there? It's a huge box.
Randy: There's a little microphone that attaches to the controller through this VMU slot.
Fran: You talk to it?
Simon: I guess so. This is going to be really strange, isn't it?
Randy *(sinisterly)*: You have no idea.
Fran and Simon throw Randy sideways glances.
Simon: Randy, the way you said that was really creepy. Boot the game, and we'll have less of your sinister-isms.

Randy boots the game. After the initial loading screen, we're faced with an empty fishtank. Empty, that is, but for a few rocks and a shell.

Fran: It's an empty tank.
Randy *(pushing buttons)*: You have to select the eggs.

He pulls up a screen with several white, translucent-looking blobs on it.

Simon: Eggs. Uh-huh.
Randy *(excitedly)*: And then you drop it in the tank.
Simon: Randy, how do you know all this stuff? I thought you hadn't played it before.
Randy *(nervously)*: I haven't. Um ... look!
Fran: What?
Randy: There – in the tank!
Simon: A blob.
Fran: Six, actually. What are they doing?
Simon: Sinking.
Randy: Those are the eggs. We have to ... I mean, we should turn the heat up, and the oxygen levels of the tank. And put the light on.

Randy turns on the tank light and settles back into his seat. Everyone stares at the screen. Nothing happens – for a really long time.

6.30pm

Simon: Right, let's forget it. There's nothing happ–
Fran: Look! Erm ... things!

On screen, the eggs have spawned into odd-looking stalks with blobs for heads. They float around.

Simon: Where's Randy?
Fran: I don't know. I think he went out.
Simon: So what now? Can you move them around?
Fran: It looks as if when you use the hand to tap on the glass, they swim toward it.

Fran taps the hand on the tank. One of the stalks with a blob for a head floats toward us, but stops.

Simon: What's wrong with it?
Fran: I'm not sure. I'll try again.

The stalk with a blob for a head twitches, and suddenly, a black eye appears in the middle of the blob, stares briefly and blankly out at us, and then closes again.

Simon: Aargh!

Fran: Sh*#! What the hell was that?
Simon: It has dead eyes! It has dead eyes! I say we kill it.
Fran: I dunno. Randy had a weird look in his eye when he was putting those eggs in the tank.

Some of the blobs float over toward the shell, which moves.

Fran: Did the shell just move?
Simon *(panicked)*: Why would it move? What did you do?
Fran: Nothing!

Tentacles appear from within the shell, and begin pulling the blobs inside.

Simon: Oh crap. It's eating the little blobs. Do something!
Fran *(annoyed)*: You do something – tapping on the glass doesn't seem to make a lot of difference.
Simon: Try the microphone.
Fran *(sarcastically)*: Oh, and what should I say? Excuse me, Mr. Squid-thing, would you mind not eating the baby Seaman things?
Simon: It's eating them all. There's one left! Oh, wait, that's just dust on the TV. I

suppose that's that. So they're all dead.
Fran: Randy's not going to be happy.

The squid emerges from the shell and begins to twitch. Seconds later, it squirts ink out into the water in small clouds.

Simon: Oh god! What's it doing? Is it dying?
Fran: It's squirting ink and twitching. I don't think it enjoyed its meal.
Simon: Did they poison it?
Fran: How am I supposed to know? Do I look like Jacques Cousteau?
Simon: Well, not in this light ...
Fran: Great. So now we killed the Seaman babies and the squid. Soon there'll be no life in the tank at all. Remind me never to ask you to look after my cats.
Simon *(accusingly)*: You've got the controller. You're holding the smoking gun, Fran. I dunno, but when Randy gets back, he's going to want to know who killed his Seaman babies, and from where I'm standing, it's you.

7.00pm

The squid is still twitching.

Fran: It's still dying. Really slowly. It's gross.
Simon: Yeah, it's creeping me out. It looks like something out of that alien movie. What's it called?
Fran: *Alien*.
Simon *(sheepishly)*: I knew that. I meant the, erm ... other alien film.
Fran: *Aliens*.
Simon: Look, let's just forget the *Alien* comment. The point is, everything's dead.

Just then, the squid shudders and its eye goes black. Six tiny fishes with human faces fly out of its stomach and dart toward the front of the tank.

Simon *(startled)*: Jesus!
Fran: Simon, meet Seaman. Or, rather, Seamen.
Simon: Very funny. Its face looks familiar. Is it Bill Clinton or Boris Yeltsin? I can't decide.
Fran: Yeah, I know what you mean.
Simon: Now what?
Randy: Now we bond.
Simon and Fran: Randy! You scared the sh–
Randy: We talk to it. We get to know each other.

7.30pm

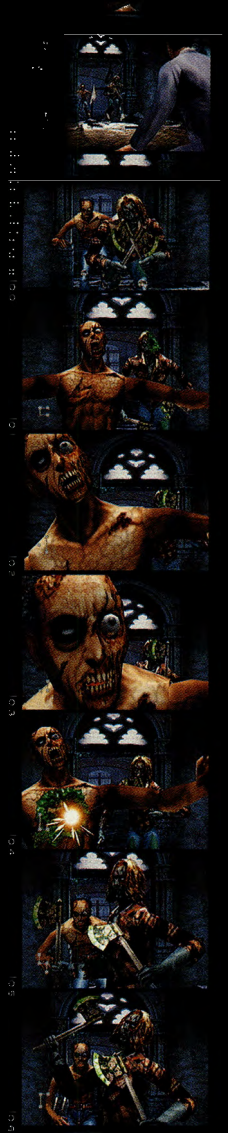
Randy begins speaking Japanese into the microphone. The nearest Seaman responds in Japanese. Randy makes little goo-goo noises and speaks in a low whisper.

Simon: Randy?
Fran: I think we should leave him alone with it. I think he made a new friend.
Simon: Yeah. Does his wife know about this? Should she be concerned?
Fran: Not unless it calls his house.

Fran and Simon exchange glances.

Simon: No, surely not.
Fran: It's just a stupid game, right?
Simon *(unconvincingly)*: Right.
Seaman: (in a deep voice) Damn straight!

End



IT GIVES YOU A CHANCE TO FIGHT
BRAIN HUNGRY ZOMBIES.

THE HOUSE OF THE DEAD 2 | Sega Dreamcast

APPARENTLY YOU'D RATHER SUCK HATCHET

sega.com

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MATURE
M
AGES 17+
CONTENT RATED BY
ESRB

THE HOUSE OF THE DEAD 2

Now Entering...

SCORING

We mark out of 10. When we believe a game is just average, we give it 5/10. If its appeal is either aimed directly at fans of the genre or series, but not something that will be enjoyed by everyone, we give it a 6/10. You deserve a system that uses the whole range of marks and not just those above 7/10. Below is a short guide to how we rate the games we review.

10	phenomenal
9	near perfect
8	excellent
7	good
6	for fans
5	average
4	mediocre
3	flawed
2	really weak
1	embarrassing
(+) (−)	A round-up of the best and the worst of the game

SUMMARY
The whole review in a handy bite-size chunk

Official Sega Dreamcast Magazine

Welcome to **Test Zone**, your comprehensive guide to every US game released for Dreamcast. Now that the system has launched, it's time to tell you what games we believe deserve the honor of being played on it. With over 20 titles competing for your hard-earned dollars, it might not be easy to decide at the store which ones to buy, which ones to rent, and which ones to eye with deserved suspicion. You can depend on us to give you the most complete and honest reviews around in **Test Zone** every issue, so you won't get burned spending your cash on games that either exceed the boundaries of suck or take only an hour to beat. After all, we're gamers just like you, and we're experienced enough to know exactly what you want out of a game the minute you boot it up. So enjoy the jam-packed second edition of **Test Zone** – and don't leave home without it!

SUPERTEST

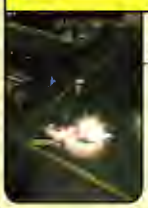
With a mob of fighters having hit the shelves for your beloved Dreamcast, we figured that we'd have them face off against one another in a fight to the finish in the latest Super Test! Does *Virtua Fighter 3tb* hold up against the splendor of *Soul Calibur*? Will *MK Gold* be able to finish off *Power Stone* with a fatality? The fight begins on page 92!

Dream Game Award

With Dreamcast's stellar software lineup, we won't be hard-pressed to pick a game each issue that goes above and beyond the call of duty and scores a hefty 9/10 or more. For such a title, we've created the Dream Game Award. It's our highest recommendation to buy, no matter what your particular tastes. Every Dream Game should be in your collection.

Disc Inferno!

EXPENDABLE



Publisher: Infogrames
Developer: Rage Software
Score: 3/10

It's a sad day when a game makes it to the bin in this box-out. Rage's *Expendable*, while not the worst game we've ever played (we have years of gameplaying to thank for that), it can't quite cut the mustard against most of the other offerings for Dreamcast. Check out the review on page 111 to read the reason.

Now Playing

You can expect us to play every game we review straight into the ground. But there are games that keep us playing beyond the final score. Here's what we had locked into our systems during the making of this issue of DCM:

Randy's a sucker for Ivy and Sophitia, while Fran can't get enough of Maxi. Just one more art card gallery to go...

A sports fan's dream come true, *NFL 2K* has made believers out of us non-sports fans. Two-player is where it's at.

Oh, Seaman. We can't take our eyes off you – just in case you decide slither out of the TV and into the closet. Gulp...

TEST ZONE
IN-DEPTH REVIEWS

REVIEWS INDEX

THIS MONTH'S REVIEWED GAMES AT A GLANCE

Supertest Fighter's Dream Match 92
Soul Calibur
Virtua Fighter 3tb
MK Gold
Power Stone
Street Fighter Alpha 3
Marvel Vs. Capcom

Sega Sports NFL 2K 100
Trick Style 102
Ready 2 Rumble 106
Blue Stinger 108
NFL Blitz 2000 109
Sega Bass Fishing 110
Dynamite Cop 2 111
Hydro Thunder 110
Speed Devils 111
Air Force Delta 110
Aerowings 111
Tokyo Xtreme Racer 111
TNN Hardcore Heat 115
Expendable 111
Pen Pen Trilcelon 111
CART Flag-to-Flag 111
Monaco Grand Prix 110

Face Off!

Six fighting games face off in the ultimate battle for your cash – but there can be only one winner!

Dreamcast has become ground zero for fighting-game fans in only a few short weeks of life. Launching with no fewer than four fighting titles under its belt on day one, Sega's newest creation will be graced by two more representatives of the genre this month. With so many choices staring you in the face, it can be hard to judge which are the real heavyweights.

For this month's Supertest Review, we're doing something special to honor the arrival of so many fighters. For our first-ever fighting game 'battle royale,' the review is divided into categories for Gameplay, Graphics, Replay Value, and Character Appeal. Just like any real fighting tournament, there are winners, losers, runners-up, and the occasional draw match.

The winners will be awarded special blue ribbons; the losers get the green, and all those in between receive special honors as runners-up. Each game also has its own icon to help you decipher at a glance which game got which award in every category. But when the dust clears, there can be only one true champion...

The Contenders

- SOUL CALIBUR
- STREET FIGHTER ALPHA 3
- VIRTUA FIGHTER 3TB
- POWER STONE
- MARVEL VS. CAPCOM
- MORTAL KOMBAT GOLD

ROUND 1: BEST GAMEPLAY

Tie! *Soul Calibur* and *Virtua Fighter 3tb*

BEST GAMEPLAY WINNERS

SOUL CALIBUR

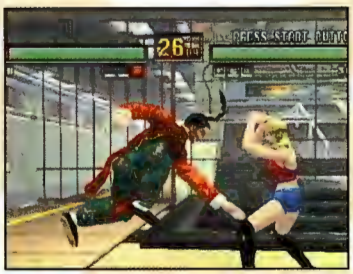
In the weapons-based fighting game category, *Soul Calibur* stands without peer. It succeeds at refining the concept of weapon combat to near perfection, but falls short of redefining the genre.

Soul Calibur's greatest advance in gameplay comes in the multitude of attacks that it offers. Where most fighting games have limited moves that only calculate if your character is standing, crouching, or jumping, *Soul Calibur* presents attacks depending on your distance from the opponent, your character's stance, and approaching angle.

Soul Calibur uses an eight-way, true 3D-movement system that enables you not only to side-step attacks, but maneuver around your foe to catch them off guard. And the eight-way movement system guarantees a lot of creativity to be had when coming up with your own combos. The lightning-fast response time of your character and the fluidity of tying together attacks are nothing short of breathtaking. Even with unblockable attacks and power moves, there's a trade-off in movement and recovery depending on just how strong their attacks are.

While not as deep as *Virtua Fighter 3tb*, *Soul Calibur*'s innovations and refinements make it one of the most entertaining fighters in years.

The true 3D movement puts *Soul Calibur* on top.



A great fighting system makes *VF3tb* a classic.

VF3TB

Virtua Fighter 3tb's fighting system does for hand-to-hand fighting what *Soul Calibur* does for weapons-based combat. Unsurpassed in the elegance of its intricate gameplay, it's a game that rewards players who commit to learning its various nuances perhaps more so than any other fighter.

Beyond the standard range of punches and kicks, the game relies upon moves triggered by pre-determined button and directional combinations. Where the game excels is not only in the nature of chaining these moves together, but the system of reversals that accompanies them. With practice, you're able to catch incoming attacks, then use your opponent's momentum against them, making for incredibly realistic matches.

Also unique to *VF3tb* over other 3D fighters is the ability to cancel moves in progress. You're able to pull out of moves in order to block or counter. Combined with the ability to side-step and use uneven surfaces to your advantage, *VF3tb* mimics true fighting.

With a steep learning curve, the rewards that come from taking the time to master *VF3tb* result in a fighting experience so deep it never feels like time wasted.

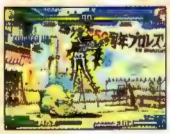
Runners-up

POWER STONE

Power Stone is so completely different from all of the other fighters in this round-up that it deserves a sub-genre all its own. It can be argued that *PS* is the first true 3D fighting game. You can move anywhere within the arenas with each stage composed of multiple levels that can be leapt onto. However, it's what you can do within these environments that makes the game. The ability to grab almost anything that's not bolted down and use it against the enemy means you can throw objects at your enemy.

But *PS*' fighting system lacks depth. Each character's basic moves are essentially the same and the big guys tend to be underpowered. Elsewhere, the enemy AI becomes very predictable even on the hardest settings. Play against a friend, however, and the game is always frantic, fun and seldom predictable.

SF ALPHA 3



In an attempt to make *Street Fighter Alpha 3* appeal to all fans, Capcom has included virtually every option you can think of in the game. You can do everything from altering fighting styles to adjusting input times so special moves are easier to execute. You can even create customized characters then save them to a VMU.

Control has always been a staple of the *Street Fighter* series, and *Alpha 3* doesn't disappoint. Characters instantly respond to commands and special moves can be pulled off with ease. The only downfall is that the standard controller isn't designed with SF fans in mind. Use the AGETEC Arcade Stick, however, and this game is pure bliss.

SF Alpha 3 doesn't really push the boundaries, but Capcom has taken everything it knows about fighters and wrapped it up in this brilliant package.

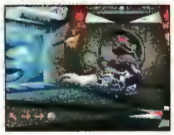
MARVEL VS. CAPCOM

Despite being the latest title in the series and the first 2D Dreamcast game to be released by Capcom, *Marvel vs. Capcom* does very little to show off the power of the console. Gameplay is very similar to past *Street Fighter* games, but everything has been taken to the extreme. Characters jump higher; special moves deal way more damage; and combos are longer and more outrageous.

However, you would think that all of this would warrant more complex controls; WRONG. In fact, moves are so simple, the game almost boils down to who can get the most Super Combos off in a round. Those who rely on tried-and-true *Street Fighter* strategies will find themselves quickly defeated. Though it's quick fun against friends for awhile, it's not the type of gameplay that classics were ever born of.

Uh, We'll Call You

MK GOLD



MK Gold's fighting system remains virtually unchanged since *MK3*, sans new characters, weapons, and subtle tweaking. Attacks still adhere to the high punch, low punch, high kick, and low kick formula as its predecessors, with the ability to charge your opponent. Special attacks and fatalities are still performed similarly, as well. Not much has changed.

So what does it have to offer? Not a whole lot more than endless 'I hit you, you hit me' volleys. Instead of keeping up with the innovations happening around it, *MK Gold* falls back too hard on its roots.

THANK YOU PARTICIPANT FOR PLAYING

ROUND 2: BEST GRAPHICS

Winner! *Soul Calibur*

SOUL CALIBUR

Make no bones about it – *Soul Calibur* is the most beautiful, technically impressive videogame ever.

There are a lot of things that make Namco's prodigy exceed in this category, but chiefly it's the characters themselves. Never before has a fighting game featured characters that move so naturally, which is even more evident in the game's exhibition mode that showcases fighters strutting their stuff in real-time movies.

Each one of the characters is modeled from thousands of polygons and unlike their 32bit predecessors, they show no visible tearing between polygons and not one clumsy looking joint. The characters are so detailed that you can see their eyes blink and move, their hair and clothing flutter in the breeze, and their mouths lip-synch end of match chatter perfectly.

Soul Calibur's stages also showcase unmatched detail. From drifting leaves to gigantic Bhuddas. Pushing the game's visuals over the top are various special effects, such as the brilliant trails that each character's weapon leave when swung, and realistic particle effects. In terms of graphics, *Soul Calibur* truly embodies the next generation of games.

BEST WINNER GRAPHICS

Looking at these screens and playing the game for yourself is the true testament to just how gorgeous *Soul Calibur* is.

Runners up

POWER STONE

Gamers have wondered what it would look like if Capcom somehow managed to translate one of their colorful 2D fighters into 3D. *Power Stone* answers that question, and the answer is drop-dead gorgeous. Through a combination of anime-style character designs and detailed textures, Capcom's artists have managed to apply a cartoon-like personality to a polygonal world that is unlike anything you've seen before.

Each of the characters convey emotions extremely well, whether they're pummeling an opponent, running around senseless, or being knocked off a pillar. The game's stages are equally stunning, each containing dozens of minute, yet effective details. *Power Stone* is easily one of the most lavish looking fighting games ever created.

VIRTUA FIGHTER 3TB

Considering that *VF3tb* was originally created for the aging Model 3 arcade system, the game's visuals manage to hold up surprisingly well. While the characters don't possess the same flawless motion capture as those in *Soul Calibur*, or its stages the amount of detail as *Power Stone*'s, it will still put any 32bit fighter to shame.

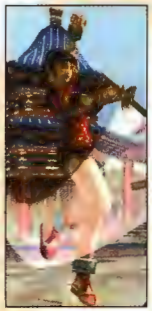
The characters themselves are just shy of retaining almost the same level of detail as their arcade counterparts but this will go largely unnoticed by all but the most discerning arcade perfectionist. The game also holds dozens of subtle details, such as the running streams of Aoi's snow stage or the flying sparks of Jacky's unfinished skyscraper that, like the varying terrain in each stage, lend a high sense of realism to each locale.

SF ALPHA 3

When comparing a sprite-based title like *Street Fighter Alpha 3* to 3D ones like *Soul Calibur* or *VF 3tb*, it's very easy to see who comes out ahead in graphics but it's really comparing apples to oranges.

SF Alpha 3 is a beautiful game with some of the most detailed and colorful characters. Though developed on the less powerful CPSII arcade technology, Capcom was able to port the game over perfectly. Every frame of animation that was in the arcade is in this version.

The fighting stages are also amazingly detailed with creative use of shadow and color for a real sense of depth. Sure, it may not look as impressive as *Soul Calibur*, but it is by far the best-looking 2D game available on the Dreamcast. That's saying something.



Smooth motion captured movements, gorgeous visual effects and a team of the most beautifully detailed characters this side of real life (in a fantasy world, of course), *Soul Calibur* has virtually no competition in the graphics department. It's leaps and bounds apart from the last generation of titles and an exciting peek at what lies ahead for Dreamcast and the new breed of games for it.

MARVEL VS. CAPCOM

Despite the fact that it's a perfect conversion of the CPSII arcade game, *Marvel vs. Capcom* still seems quite dated. If it weren't for the number of sprites on-screen and the instant tag-team feature, any console would be able to handle it with ease. Unfortunately, the only aspect improved on Dreamcast - the resolution - makes the characters look worse than their arcade counterparts. Because the characters weren't meant to be displayed at such a high resolution, their edges appear blocky and often look like they've been pasted onto backgrounds.

If Capcom would have just spend a little bit more time on the conversion, this game could have looked a lot better.

It's the taking part that counts

M. K. GOLD

What's to distinguish *Mortal Kombat Gold* from *Mortal Kombat 4* on PlayStation or Nintendo 64? Higher resolution graphics and 60 frames per second gameplay. Midway used the same character models from the arcade version of *MK4* in *MKG*, and even threw in some animated elements.

But, it's character are stiffly animated, the backgrounds nearly devoid of detail, and the whole thing screams of a 32bit game running at a higher resolution. In short, little was done to optimize the game for Dreamcast's vastly more powerful hardware, and it shows.

ROUND 3: BEST REPLAY VALUE

Winner! *Soul Calibur*

SOUL CALIBUR

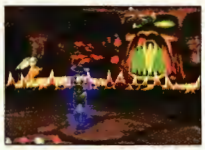
Namco is well known for including oodles of home-only extras in the console conversions of its fighting games. That said, its port of *Soul Calibur* ups the ante to an unprecedented level. There are simply so many secrets to find, characters to unlock, alternate costumes, and stages to play on that all but the most dedicated players might spend better than a week unlocking them all.

Central to *Soul Calibur*'s hefty replay value is its Mission Mode, essentially a game within a game, where you earn points for completing literally dozens of individual missions. With these points, you then unlock images in the game's gallery. Behind certain images lie secrets that range from new character costumes to new stages to battle on to character katas for the exhibition mode. There's even a intro edit mode that lets you customize the game's opening. Heck, even the gallery images are extras which include original art, character renders, and even anime-style 2D portraits.

Rounding out the game's various modes are a team battle mode wherein you can assemble teams of up to eight fighters to compete with, an endurance mode wherein you fight until you energy bar is depleted, a traditional two-player versus mode, and the best training mode ever seen in a fighter. *Soul Calibur* is no mere fighter to be bought and beat in a day. With its extensive secrets system, you'll be playing this for a long time.

And the Turtle Wax goes to ...

MK GOLD

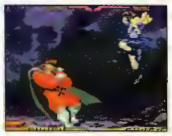


In an effort to shore up Mortal Kombat Gold's ailing gameplay, its designers included a number of additional gameplay modes, including a play-alike of VF3tb's team battle mode wherein you can select teams of multiple characters, a one and two-player endurance mode, two-on-two fighting, a traditional versus mode, and a practice mode – which, ironically, tells you how do perform fatalities, but doesn't actually let you perform them.

There are also a couple of hidden characters, but they don't serve much purpose in prolonging a game that gets stale within the first hour of play.

Runners up

SF ALPHA 3



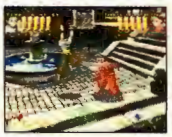
The sheer number of characters, alone, should keep SF Alpha 3 spinning in your Dreamcast for months. However, Capcom have included a variety of bonus modes and features designed to lengthen the game's replay value even further.

At the top of the list stands the World Tour mode. Reminiscent of Soul Calibur's Mission Mode, the World Tour mode awards you points as you successfully overcome challenges of varying difficulty. You can then use the points to customize different aspects of your character's fighting abilities. Most of the challenges are easy, while others will take every bit of your fighting skills to complete.

If you ever happen to get bored with the Word Tour mode (highly unlikely), SF Alpha 3 also plays host to no less than seven other modes including Dramatic Battle among them.

All in all, Street Fighter 3 packs plenty of replay punch and should be able to keep most gamers very busy.

POWER STONE



Power Stone's unique gameplay lends itself to some equally unique extras. Foremost of these are numerous secret items and weapons that can be added to matches to increase the number of dastardly things you can do to your opponent. For instance, there's a B-movie style ray gun, a super-long 'poking stick,' and more.

Beating the game successive times under certain criteria (using no continues, for instance) unlocks three boss characters, various VMU mini-games (the points earned in which can also be used to unlock secrets), a character ending theater, and artwork. A bonus for fanatics.

While gameplay modes are a little on the short side (arcade mode and versus mode), however. But it's the two-player game, that makes Power Stone shine so brightly in the replay category of this Super Test. It's so intense, unique, and engrossing that it will be the top pick for all you get-togethers with friends for weeks to come.

VIRTUA FIGHTER 3TB

Virtua Fighter 3tb's cerebral pugilism commands that you spend ample time with it to explore its fighting system's every nook and cranny, and thankfully the game is so well crafted that you'll enjoy every minute of it. Once you've mastered the game's ins and outs, you'll still play it regularly against friends to see who the real master is. Even two years down the line you'll still call out of retirement to take for a spin with friends.

VF3tb offers the now standard team battle mode (hence the 'tb' in the game's title) that lets you assemble teams of up to five fighters, a Versus mode variant of team battle, a standard one-on-one versus mode, and a training mode. That's better than what Japanese gamers got upon the game's release there last year, but Sega of America thankfully saw fit to include them for the US release.

MARVEL VS. CAPCOM

It seems that Capcom didn't try too hard when converting this game to the Dreamcast. There are barely any additional modes, and those that are there are pretty basic. The only mode even worth mentioning is 'Cross Fever' which allows four players to team up against each other and see who comes out on top; a great addition that adds definite multiplayer value to the title.

However, Aside from this mode, there isn't much here to keep gamers interested. Unless you're interested in the Survival or Training modes, the somewhat large cast of characters might keep most people entertained for a few weeks - but that's about it.

It's a shame that Capcom didn't enhance MVC further since without any real additions, it won't' stand a chance against *SF Alpha 3* or *Soul Calibur*.

ROUND 4: BEST CHARACTERS

Winner! *Street Fighter Alpha 3*

Essential to any fighting game's ability to weather the test of time is its characters. No, we're not talking about the number of moves that each character has, or the number of hidden characters, but rather the uniqueness of each fighter on its roster. And though they may not possess the finely-tuned motion capture moves of those found in 3D fighters, the cast of Capcom's *Street Fighter Alpha 3* is far and away the most memorable in this round-up.

Which is not surprising, considering the incredible lineage of the *Street Fighter* series, and of Capcom's games in general. For in *SF Alpha 3*, you can find representatives from nearly every Street Fighter game ever created, and, best of all, they're all incredibly distinct and likeable. Sure, they've been around for seemingly eons, and the fact that they're still around is a testament to the quality of their design – and it's a sure bet that they'll be around for a long time to come, whether in 2D or 3D. Honorable mention goes to Capcom's other phenomenal fighter, *Power Stone*.

BEST WINNER CHARACTERS

With characters like Chun Li and E. Honda, how could Street Fighter Alpha 3 lose?

SUPERTEST WINNER: *SOUL CALIBUR!*

It was a (reasonably!) hard battle, but one game managed to rise with ease to the level of Grand Champion of Dreamcast Fighters. *Soul Calibur* is not only the most astonishing first effort we've seen from a developer on a new platform in years, but one of the best overall fighting game packages we've ever encountered.

While nothing beats *VF3tb*'s fighting system, Soul Calibur's combination of finely tuned gameplay, amazing technology, and unsurpassed replay value made it the clear choice for the number one fighter on Sega's new machine. It's one game that every Dreamcast owner should have in their library. If this is a first-generation Dreamcast game, we can't wait to see what's next.

- Randy Nelson & Paul S. Mason

Elvis-lution: Maxi and company take top honors for their work in Soul Calibur; a Dream Game if there ever was one.

SUPERTEST WINNER WINNER

SOUL CALIBUR	The Dreamcast's best fighting game, not to mention the best looking videogame of all time. Now all the others have to do is play catch-up...	9 out of 10
VIRTUA FIGHTER 3TB	It's the world's most realistic fighting game (well, there are some unrealistic elements), and a great port of an arcade classic that takes ages to master.	8 out of 10
POWER STONE	The most unique fighting game in years drags the genre kicking and screaming into th new millennium, and it's a blast with friends and enemies alike.	8 out of 10
SF ALPHA 3	Dreamcast's best 2D fighting game may be looking a little like a 32bit left-over, but it hands-down the best Street Fighter conversion yet – and has great characters.	8 out of 10
MARVEL VS. CAPCOM	A competent yet certainly uninspired conversion. Players will be better off waiting for Street Fighter Alpha 3 to arrive for the ultimate in 2D action.	6 out of 10
MK GOLD	Early '90s gameplay that should have stayed in the early '90s. Mortal Kombat will no doubt appeal to someone out there, but it deserves not to. A poor effort.	3 out of 10

DREAMCAST

COMPATIBLE

1 NFL2K's playcalling screen displays all player routes on an overlay that lets you know exactly where to go. 2 Leg tackles are just one of the many unprecedented animations you'll enjoy watching in this game. 3 For once, the ball lands exactly in your receiver's hands 4-6 While the plays look great, the visuals after the play will blow your mind.

Sega Sports NFL 2K

Do not adjust your set, this is a videogame. No, really, we're not kidding — it's not real. It's just close, that's all. Really, *really* close

We've played just about every football game ever made and have been disappointed by more pretty-looking titles than we can count. So when we first saw the jaw-dropping graphics in *NFL 2K* at this year's E3 show in LA, we were more than a little skeptical. And then we played the game.

Before we go any further, we must tell you this is the best overall football game we've ever played (and like we said, between all of us, we've played them all). Although it's not perfect (we'll go into the gameplay problems a little later), *NFL 2K* takes a fantastic leap beyond any console football game you've ever played. Ever. Guaranteed.

For starters, the graphics are amazing. The player models are made up of so many polygons that they don't have that boxy look we're all so accustomed to in sports games, and they look great without sacrificing framerate (this game really moves). No matter how many times you play the game, you'll be amazed at least once by a great tackle or move. Also, the between-play cut scenes and instant replays will amaze everyone. (Try this. We guarantee that anyone, even your spandex-wearing Aunt Edna, will be impressed the first time they see players running back to the huddle.)

This 'wow' factor carries over to every aspect of the game. The play-by-play commentary is by far the smoothest ever used in a football game. Visual Concepts decided against licensing real commentators and instead hired voice actors to do the job. This pays off, because they took their time to include countless different voice samples, which means that the

> A Cheater's Nightmare

We've all played a football game against a friend who is what you may call 'ethically challenged'. These unrepentant cheaters like to call their plays quickly and then see which one you pick. If you want to stop them in their tracks, learn your plays and try some VMU playcalling: it's the only way to be sure you're on a level playing field.

PUBLISHER:	SEGA	GENRE:	SPORTS	ONLINE:	NOPE
DEVELOPER:	VISUAL CONCEPTS	NUMBER OF PLAYERS:	1-4	VMU PAGE COUNT:	8+
ORIGIN:	US	PERIPHERALS:	JUMP PACK	PRICE:	$49.95

commentary never gets repetitive. We can't begin to express how beneficial this is to people who play often.

Another great feature is *NFL 2K*'s playcalling. Rather than showing plays in a tiny little box, this game displays its patterns on an overlay that covers the field. This way, if you need to get five yards for the first down, you can be sure your receiver will run deep enough. For expert players, *NFL 2K* includes VMU playcalling, which works great if you know your plays and you're worried about your opponent cheating.

Unfortunately, *NFL 2K* breaks down in a few gameplay areas, the most important being the running game. Even though an innovative control scheme lets you charge up moves, nothing we did could generate a decent running game. Football purists will pull out their hair over this issue. Another problem is that you have no control of your players after the play, so late hits and tension-releasing after-whistle tackles simply don't exist. Football purists won't care much about this, but *Blitz* junkies will be bummed.

The lack of a tight running game is enough to drop any football title down to an eight, but considering the amount of revolutionary additions to the videogame football genre on display here, *NFL 2K* deserves a nine. You should play this game now – it's going to be copied for years to come.

– Dan Egger

1-2 The weakest point of NFL 2K is the running game. Even though you have an array of moves at your disposal, wide open holes in the fray like this are a rarity. 3 In-game stats let you know which players are hot. 4 Even in traffic, the ball hits its mark.

Everyone, even your Spandex-wearing Aunt Edna, will be impressed

Second Opinion

Second opinions are supposed to be different, but after 70 hours playing *NFL 2K*, I agree with Dan 100%. *2K* plays as well as *GameDay* or *Madden*, and it looks way better. Too bad some bugs crept into the final release (try calling a time-out if you're player 2), because after playing this there's no going back to football on any other system. Still, even with a couple of bugs this is the best videogame football ever. And I can't wait for next year's game.—*Chris Charla*

Dream Game Award Dreamcast

(+)	+ Mind-blowing graphics + Innovative playcalling screen + Clever control method and passing screen
(–)	– Minimal running game – No control after the play – Game speed a little slow
SUMMARY	Right now, *NFL 2K* is the game that no sports fan can live without. Here's hoping that this is just the start of a monumental franchise.

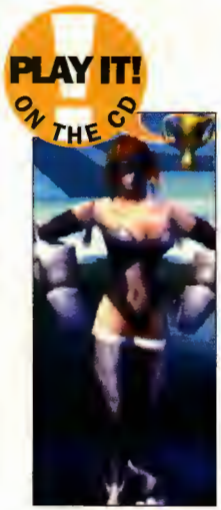
9 out of 10

PUBLISHER:	ACCLAIM	GENRE:	RACING	ONLINE:	NO
DEVELOPER:	CRITERION	NUMBER OF PLAYERS:	1-2	VMU PAGE COUNT:	5-12
ORIGIN:	EUROPE	PERIPHERALS:	JUMP PACK	PRICE:	$49.95

1-3 Basic tricks won't do much for your speed, but they'll help you knock opponents off their boards and grab extra points. 4 Choose your destiny. 5 In the future, we'll all be able to skyluge. Excellent.

TrickStyle

For gaming underachievers, this is the game to confirm your low self-esteem. For the rest of you, prepare for an ego beatdown



We, just like you, have always prided ourselves on being skilled gamers. Stick a controller in our hands and a new game in the system, and it won't take long for us to figure out how to play it and how to play it well. But there are certain titles that come along that just seem impossible, and really shake your faith in your gaming prowess. Acclaim's debut on Dreamcast, *TrickStyle*, is exactly that type of game.

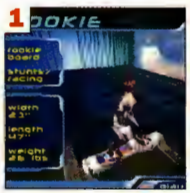
Tough, incredibly unforgiving, and responsible for several controllers being destroyed, *TrickStyle* hoverboards along with remarkable beauty. Packing in a horde of futuristic tracks (international hotspots with five tracks apiece), a good amount of boarders and plenty of tutorial challenges, it's *TrickStyle*'s graphics that really reign supreme with multi-colored boarding afterburn and massive, detailed environments. But then the time comes to play the game and that's when Pandora's box is opened wide.

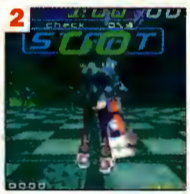
Against a slew of superhuman racers, you must skim, jump, spin, and perform tricks past a series of checkpoints to even dream of reaching first place. The more tricks you perform, the faster you zip in order to pass the competition. Each track is also made up of hairpin curves, obstacles, and some incredibly brutal time limits. And with your opponents zipping along at blinding speeds, the minute that you make a mistake in your steering – it's to the back of the pack you go... for good. No matter if you've been first since the start of the race. Success in *TrickStyle* seems more based on memorizing than on skill since the high level of difficulty will force you to restart a race if you so much as take a turn at 40° rather than 50°. The frustration factor ramps up quickly.

When you do manage to complete a set of courses, you must then beat a record in a special 'Stunt Bowl' (basically a huge board ramp) to unlock new boards to race on. Without acquiring a new board, you can kiss your chances in the new set of tracks goodbye. So, how do you learn tricks in the first place? You must compete against the tutorial character in a series of challenges that make the races seem like child's play. Each time you finally manage to win a challenge, you learn a new trick... needless to say, *TrickStyle*, with its 'prerequisites for prerequisites' structure, may be the straw that breaks the gamer's back. (NOTE: Don't keep sharp objects around yourself when you play.)

While some will look at *TrickStyle* and see it as a huge challenge (as opposed to say, merely an abusive series of races) only the more masochistic or strong-willed gamers should apply. All others would be advised to tread very carefully with a rental card.

– Francesca Reyes





1 Each boarder and board will have its own special attributes. 2 While there's some slowdown during gameplay, *TrickStyle* is smooth, fast and gorgeous.

Official Sega Dreamcast Magazine

(+) + Futuristic designs + Smooth two-player mode + Loads of tracks, tricks, and extras for racing fans

(–) - No give or grace period for novices - Track designs by the Marquis de Sade (not the singing Sade, either)

SUMMARY A gorgeous hoverboarding excursion with figurative pit stops in racing heaven and racing hell (mostly hell), but nary a rest area in between

6 out of 10

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Sega Dreamcast.

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1 *Ready 2 Rumble*'s colorful characters and novice-friendly gameplay is an easy hook for all types of gamers. 2 Everytime you're knocked out, you'll need to tap your trigger buttons furiously in order to regain stamina. 2 Ring leader and shotcaller, Michael Buffer lends his talent. 4-5 Quick and beautiful, Selene Strike lives up to her name.

Ready 2 Rumble Boxing

Midway's much-hyped boxer succeeds in breaking the barrier of boring, but can't quite go beyond virtual skin deep

When games like *Punch Out*, with its simplistic controls and exaggerated style, emerged back on the 8bit systems of old, boxing was finally seen as a sport that could be taken from reality into virtual reality, albeit in an arcade style. Years later, in their 32bit incarnations, the fun seemed to vanish, as the genre moved towards simulation and away from the instant appeal of those knock-about classics. Enter Midway's remarkable-looking *Ready 2 Rumble*...

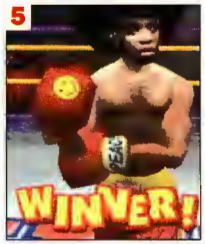
With its catchy over-the-top characters, outrageous sense of humor and stunning visuals, *Ready 2 Rumble* immediately captured the attention of Dreamcast hopefuls (and press) when it debuted at this past E3 show and at game-store system kiosks across the nation. With a string of comic boxers to play as, incredibly streamlined high-resolution graphics, and pick-up-and-play gameplay, eager gamers made a beeline to try it. And the initial experience confirmed these impressions; fluid animations, responsive controls, and enough in-game trash-talking to put Charles Barkley to shame. *Ready 2 Rumble* certainly delivers on much of its promise during a few quick rounds. But, after all the flash and dazzle dies down, does this have what it takes to establish itself as a new high benchmark for the genre?

> Familiar Ring

Ready 2 Rumble's boxers share more than a passing resemblance to their clever creators at Midway. If you perused the Special Report in DCM #1, you'll notice the startling similarity between rough-and-tumble kickboxer Rocket Samchay and ***R2R***'s lead artist/lead game designer, Emmanuel Valdez.

In Arcade Mode, you're able to take a boxer to the ring in order to fight your way through ten rounds. The boxing system in place is simplistic and easy to manage, with a button allocated for dodging/blocking punches depending on your distance from your opponent and how you handle the analog stick. You also have a string of basic punches that vary in power

PUBLISHER:	MIDWAY	GENRE:	BOXING	ONLINE:	NO
DEVELOPER:	MIDWAY	NUMBER OF PLAYERS:	1-2	VMU PAGE COUNT:	8+
ORIGIN:	US	PERIPHERALS:	JUMP PACK	ESRB:	T



1 If you and your opponent are both in Rumble Mode, it's a smart idea to outstep them until its over. **2** Lulu's... ahem... 'attributes' would put Tecmo's buxom *Dead or Alive* fighters to shame. Who knew 'next generation' meant 'chest generation'? **3** Using a quick fighter is usually tempered by countering with strength from a bigger character in fighting games. Not so with ***R2R*** . **4** Parappa fans will no doubt appreciate the wacky button-pressing shenanigans found in Championship Mode's training options. **5** Definitely a fan favorite, Afro Thunder's smack talking, hot footed charisma is one of the reasons ***R2R*** possesses so much initial appeal.

Second Opinion

Ready 2 Rumble more than delivers in graphics and character design, but when it come to gameplay, it's not a whole lot more involved than the genre's earliest days on 8bit. What could have been a deep game with loads of moves and combos instead turned out to be an extremely shallow one. A good effort, but it could have been so much better.

-Randy Nelson

and speed. If you land a particularly powerful punch, you'll receive a letter in the word 'RUMBLE.' If you manage to get all the letters in 'RUMBLE,' you can then press the trigger buttons to make your attacks even more devastating. Deplete the other boxer's stamina and they're down for the count. If it's you facedown on the mat, you must frantically tap the trigger buttons to regain a portion of your lost stamina and find your legs to go another bout.

But easy to manage controls do not a game make in all cases, and *Ready 2 Rumble* falls prey to this trap. With only a few basic combos and an insane, quasi-unblockable attack when in RUMBLE mode (press A and B simultaneously), you won't find it too difficult to shame your opponent on a consistent basis once you get the hang of it. This is especially true if you use one of the more quick-footed boxers, like Lulu Valentine or Selene Strike. While each boxer varies in strength and speed, you'll find that quickness usually wins the day. This lack of balance manages to take the shine off *R2R*'s promise of either depth or complexity, which is a crying shame.

Championship Mode attempts to add a bit more replay value to the title, but it still comes up a little short because of the inherent limitations of the boxing system. In this mode, you're able to train your boxer in a variety of modes to beef up his or her stats. Only then can you fight your way through the rankings. You can fight to earn money to pay for the different lessons, which mainly consist of "Simon Says"-type exercises. Championship Mode definitely has promise, but it still falters under the weight of an overly simplistic control system. With the beef of the game placed on the fights, the formula gets... well, formulaic, far too early in *R2R*'s short lifespan.

Though visually inspired and more fun in two-player mode, it's unfortunate that *Ready 2 Rumble* never dares to wade into the deeper end of the gameplay pool. It's a pity that this won't be the game to set the standards for years to come in anything but graphics and character design, because it has the makings of a real contender.

– Francesca Reyes

Ready 2 Rumble certainly delivers during a few quick rounds of play. But after all the flash and dazzle dies down, does it have what it takes?

(+)	+ Great looking models add humor to a serious sport + Two-player gives you a chance to pummel loved ones
(–)	– Quasi-unblockable super attacks knock gameplay out of balance – Depth? We don't need no stinkin' depth!
SUMMARY	Eye-catching, easy to play, and brilliant in its character models, *Ready 2 Rumble* sadly never takes its gameplay or promising concept to the next level

6 out of 10

PUBLISHER:	ACTIVISION	GENRE:	ADVENTURE	VMU PAGE COUNT:	4-24
DEVELOPER:	CLIMAX GRAPHICS	NUMBER OF PLAYERS:	1	ESRB:	M
ORIGIN:	JAPAN	ONLINE:	NO	PRICE:	$49.99

1-2 Eliot sheds a little zombie blood in a game that is definitely not for the faint-hearted. 3 Eliot and Nephilm check out their different options. 4 In light of Dogs' aquaphobia, Eliot takes the plunge.

Blue Stinger

If a massive meteor lands in the middle of the ocean with practically no one around, does it make a sound?

With its horror-tinged sci-fi storyline and high-resolution graphics, we were hopeful that *Blue Stinger* might be to Dreamcast what *Resident Evil* was to PlayStation. But the end result, though occasionally engaging, never quite lives up to its potential.

You begin as Eliot, a young sea-rescue [illegible] who is abruptly stranded after a meteor crashes off the coast of the mysterious Dinosaur Island *(Take your chances with the sharks! -Ed.)*. As Eliot, you must explore the countless tunnels and labs of the research facility that has made its home on the island. What you subsequently discover is an outpost overrun with all manner of hideously deformed creatures. You also stumble across a handful of survivors who join in your efforts to root out the cause of the disaster.

Blue Stinger offers a number of interesting features that are sure to please adventure lovers. At any time in the game, you are able to switch characters between Eliot and the super-grouchy weapons expert 'Dogs.' Each character has his own attack techniques and styles, as well as unique weapons. Puzzles are plentiful, ranging from simple 'find the key' conundrums to more complex memory games; there are also human hostages to save or side quests to follow if you're in the mood.

Blue Stinger also has a unique quirk factor that exposes the goofier side of survival horror, from Dogs' various martial arts T-shirts to Eliot's overblown flirtation with Janine, the control tower operator. While this may not appeal if you're after a more serious adventure, there is some charm to the anime-influenced plot and hammy conversations.

Unfortunately, however, *Blue Stinger* never quite matches up to the atmosphere, gameplay, or polish of *Resident Evil*. The camera system (though greatly improved from its Japanese counterpart) still has some severe problems in tight spaces. The lack of depth in attacks and truly intelligent puzzles conspire to keep it from ever really involving you the way a good adventure game should. But it's the absence of involving characters that keeps *Blue Stinger* from being truly memorable. You never do quite get around to really caring about the ifs or whys behind Eliot, Janine, and Dogs. They simply feel like tools for finishing the game. Which is a shame, because in spite of its flaws, somehow *Blue Stinger* does keep you coming back for more.

Adventure fans should find enough here to warrant a purchase, but the rest of you will want to save your dough for the arrival of *Code Veronica*.

–Francesca Reyes

5 Collect coins from corpses a la *Mario 64*. Weird. 6 What the hell is going on here? Er...

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(+)	+ Quest is lengthy and fairly involved for adventure fans + Plenty of quirky sub-quests
(–)	– Camera system still hits Dramamine lows – Dialogue and lipsynching strictly first-generation
SUMMARY	Activision's debut on Dreamcast pays adequate homage to the survival-horror action/adventure genre, but never establishes itself as anything but a good-looking clone.

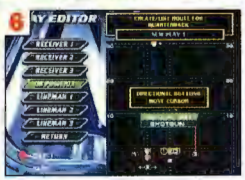
6 out of 10

PUBLISHER:	MIDWAY	GENRE:	SPORTS/ARCADE	ONLINE:	NOPE
DEVELOPER:	MIDWAY	NUMBER OF PLAYERS:	1-4	VMU PAGE COUNT:	4-99
ORIGIN:	US	PERIPHERALS:	JUMP PACK	PRICE:	$49.95

If you're familiar with arcade *Blitz*, you get the drift of these pictures. For instance... 1 This unknowing returner will most likely require spleen surgery after the play. 2 In this play, three players' wives will become player widows. 3 One X and three Os were injured on this screen. 4 This guy died when he saw his crummy, low polygon body.

NFL Blitz 2000

Bigger, badder, and better than... *yawn* — who are we kidding? It's the same old *Blitz* with slightly shinier graphics



5 "He's faking. Poke him with a stick, that usually gets him up." 6 Note to developers: console ports should have more options than this.

If you've already bought a Dreamcast, then it's likely you're a serious gamer, so we don't have to explain much of the concept behind *Blitz*. You already know the routine: hardcore football with crisp graphics, great sound, and (heaven help us for using this word) 'extreme' gameplay. It's a formula that's been proven successful for both diehard sports gamers and the casual player alike. Just ask any gamer and they'll tell you that *Blitz* is the way to go when it comes to fast, furious gameplay that's all about football action, not simulation.

But unfortunately, the (here we go again) 'extreme' football concept is several years old, and really showing its age. Which is where *Blitz 2000* comes in. Sure, it's bright, shiny, fast, and the hands-down best *Blitz* port yet, but for anyone who's played any of the series, this game sadly offers almost nothing new, and that's the fundamental problem with it.

Had the developers exerted more effort with this port, they might have given us something worth getting excited over. Anyone who wants to make an arcade port should be forced to spend a week at Namco HQ to learn the concept of 'added value.' All *Blitz 2000* offers Dreamcast owners is the chance to punch in some codes and a nominal play editor. And while most hardcore *Blitz* fans may not care in the end, if you compare that to the hundreds of little extras that, say, Namco managed to stuff into *Soul Calibur*, it's easy to see why we felt a little short-changed here.

But despite its lack of finesse, *Blitz 2000* does come through in offering some fun gameplay and great competition for you and up to three other friends in four-player mode, but it's no longer the lead dog in the key areas that used to make it great. If you want better tackles, more intense action, decidedly prettier graphics, and an equal soundtrack, just play *NFL 2K*. It makes *Blitz* look like it belongs back on one of those $99 consoles you used to own.

– Dan Egger

Official Sega Dreamcast Magazine

(+)	+ Great multiplayer action for up to four football fanatics + Excellent sound + 'Xtreme-ly' fun
(–)	– PlayStation-quality player models – Nominal added value – Limited gameplay depth
SUMMARY	If you have to have the best *Blitz* port, this would be the one to get, but *NFL 2K* offers just about everything you would want out of *NFL Blitz 2000* plus a whole lot more

6 out of 10

They're small but perfectly formed...

Hydro Thunder

PUBLISHER MIDWAY • DEVELOPER MIDWAY • ORIGIN US •
GENRE RACING • PLAYERS 1-2 • ESRB E • VMU PAGES 8

Part of Midway's push for Dreamcast at launch is the release of its home conversion of *Hydro Thunder*. Part *Wipeout*, part *San Francisco Rush*, *Hydro Thunder* instead places you at the wheel of a futuristic hoverboat on a slew of incredibly grueling water courses.

Visually, the game only falls short in a few areas. Dark courses like Venice or New York make it difficult to decipher vital shortcuts that you must find in order to win. But overall, *Hydro Thunder* takes leaps past the competition, providing fans with enough over-the-top turbo-charged arcade action to keep you playing to the end.

With two courses added for Dreamcast, there is something positive and negative to be said for this new version. While the gameplay is fun, the polish to the overall game is left sorely lacking. Options, menu screens, and other features are kept minimal, bordering on absent, taking away a lot of sheen from the otherwise solid package of *Hydro Thunder*. And while none of these elements takes away from the core game, the end product feels little more than a straight port to cash-in. But if you don't mind the plain wrapper, *Hydro Thunder* cannot be beat.

(+) High-speed boat racing never played so well.
(—) Straight conversion with only a few additions.

8 out of 10

Flag to Flag

PUBLISHER SEGA • DEVELOPER SEGA • ORIGIN JAPAN
GENRE RACING • PLAYERS 1-2 • ESRB E • VMU PAGES 51

Flag to Flag excels in delivering an extremely authentic sensation of being behind the wheel of an actual F1 car. Despite pronounced environment draw-in, the game offers an extremely exhilarating sense of speed and immersion. Control-wise, *Flag to Flag* is extremely responsive, although it loses points for the overly unrealistic way it handles driving over grass and gravel, or scraping concrete barriers. Your car nearly grinds to a halt, but thankfully not long enough for too many competitors to overtake you.

Easily the best aspect of the game is the opponent AI itself. Races are quite long (sometimes in excess of 20 laps), and toward the end, you find yourself in heated tug-of-war matches to overtake the top three placeholders. They'll do their very best to keep you from passing, and it's all extremely realistic.

The game isn't without some rough spots, but Formula One fans should have a blast with *Flag to Flag*. Even if you're not into this type of racing, the game's responsive controls and sheer sense of speed make it well worth looking into.

(+) Superb opponent AI. Excellent sense of speed.
(—) Driving off-course slows you unrealistically.

7 out of 10

Sega Bass Fishing

PUBLISHER SEGA • DEVELOPER SEGA • ORIGIN JAPAN
GENRE SPORTS • PLAYERS 1 • ESRB E • VMU PAGES 50

In a world full of action games and beat-'em-ups, it's hard to imagine that something as simple as fishing would captivate an audience of supposedly 'hardcore' gamers. But fascinatingly enough, it's true.

With a controller in hand, it's up to you to reel in frighteningly large bass from all manners of watery depths in any of three different modes. Arcade Mode pits you against the clock to catch enough bass in order to clear the weight limit. In Original Mode, you'll get the chance to do your thing in a long series of actual tournaments. Net as many 'big ones' as you can in order to come out on top. Original Mode is definitely where it's at, with tough competition and some silly (but very gratifying) award ceremonies at the end of each tourney.

Unlocking lures and watching the whole thing take place in beautiful 3D underwater scenes is addicting, weird, and extremely fun… but not exactly deep. It's really all about bass, and nothing else beyond that. For enthusiasts and niche game lovers, *Sega Bass Fishing* definitely deserves a long hook... erm, we mean 'look.'

(+) Sharp graphics detail every scale and gill.
(—) Fun, but ultimately disposable for non-fans.

6 out of 10

AeroWings

PUBLISHER CRAVE • DEVELOPER CRI • ORIGIN JAPAN
GENRE FLIGHT SIM • PLAYERS 1-4 • ESRB E • VMU PAGES 15-95

AeroWings is a flight simulation literally about flying. Each of the beautiful aircrafts in the game give you complete control over flaps, landing gear, airbrakes, and rudders; they also and include detailed landing lights and readouts. In Blue Impulse Mode, you're graded for flying trainer aircraft through missions like landing and barrel rolls, with the difficulty increasing at the formation-flying level. In Sky Mission Attack Mode, you are timed as you fly through rings for points. You earn new jets as you clear new levels, cruising solo or in formation.

The control makes *AeroWings* playable and fun even for hardcore flying buffs. Every plane and craft handles differently, emulating its physical counterparts even down to takeoff and landing. But the lack of environments in the game is a problem, with the eight or so stages that exist differing only slightly in conditions. The high point graphically is the Replay Mode, with its hyper-realistic camera angles. *AeroWings* is a sure favorite for flight fans, but over time, the glory will no doubt fade.

(+) Most incredible flight simulation on a console.
(—) May frustrate, then bore, over the long term.

7 out of 10

TNN Hardcore Heat

PUBLISHER ASC • DEVELOPER CRI • ORIGIN JAPAN
GENRE RACING • PLAYERS 1-4 • ESRB E • VMU PAGES 9-145

ASC Games' first offering on Dreamcast should fit perfectly in the collection of any 4x4 racing fan's collection but warrants close scrutiny by all others. *TNN Hardcore Heat* provides fans with enough options and modes, but it falls prey to touchy controls and the lack of the 'go anywhere' feel of 4x4 racing.

With eight different racers to choose from, you can compete in Championship Mode. There are also Time Trial, Practice, and Two-Player Modes, but the Championship Mode is where the real challenge lies. With only a handful of original courses, you must clear each class in order to really see the impressive weather effects available in harder levels. But it's apparent, especially in Expert Mode, that the controls have problems. You'll find yourself spinning into uncontrollable 360s for no reason whatsoever to lose the race because of it. The constrictive nature of the tracks also hems in racers used to sniffing out shortcuts. But for true fans, these flaws can be overlooked in favor of the experience only found in driving across a mountain of mud.

(+) Perfect choice for fans of 4x4 racing.
(—) Questionable controls and limited courses.

6 out of 10

Airforce Delta

PUBLISHER KONAMI • DEVELOPER KONAMI • ORIGIN JAPAN
GENRE SHOOTER • PLAYERS 1 • ESRB E • VMU PAGES 6-14

More than a decade since Konami's *Top Gun* game on 8bit, the videogame vet's first DC title, *Airforce Delta*, capitalizes on current console technology to render the most exquisite combat aircraft yet seen in a game. It's a shame that the gameplay involving them has remained unchanged.

As a mercenary pilot brought in to aid a warring military, the game presents numerous missions. But once airborne, the absence of ingenuity becomes obvious, and the experience quickly becomes more a 'by-the-book' 3D shooter than one where piloting know-how and strategic thinking are called into play. Your adversaries are more pesky than intelligent – another sign of the game's lack of innovation. No help are the game's nondescript environments, which do little justice to the amazing-looking fighters with their simple buildings and low-detail textures.

To its credit, the game offers a great selection of planes, but they do little to aid the gameplay. If your appetite for jet combat is insatiable, *Airforce Delta*, while it won't offer anything new, still warrants a look.

(+) Beautifully detailed aircraft.
(—) Tired gameplay and by-the-book objectives.

5 out of 10

Dynamite Cop

PUBLISHER SEGA • **DEVELOPER** SEGA • **ORIGIN** JAPAN
GENRE ACTION • **PLAYERS** 1-2 • **ESRB** T • **VMU PAGES** 9

Straight from the arcade, *Dynamite Cop* represents everything that's great about arcade games – and everything that's bad about them. A straightforward beat-'em-up in the strictest sense of the word, *Dynamite Cop* has you fight through a series of different missions as any of three different characters. Much like its predecessor, *Die Hard Arcade* (Saturn), you can use anything on the screen to destroy enemies, from vacuum cleaners to giant slabs of fish.

In theory, the game is an action-game fan's dream come true – but in practice, *Dynamite Cop* ends up feeling shallow, repetitive, and short. As an arcade game, you expect this sort of gameplay – short rounds for every quarter you plunk in, constant button mashing. But as a home conversion, even with a load of secrets and goodies to collect, *Dynamite Cop* never quite reaches the depth expected in a console game. Even if you unlock hidden levels, you'll find that you're really only playing through different sections of the same level with tougher enemies. While it's still quick fun, don't expect *Dynamite* to be the most engaging game in Dreamcast's lineup.

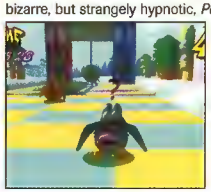
(+) Action-packed 3D arcade mayhem for two players.
(–) As shallow as the kiddie pool with repetitive missions.

5 out of 10

Pen Pen Trilcelon

PUBLISHER INFOGRAMES • **DEVELOPER** GE • **ORIGIN** JAPAN
GENRE RACING • **PLAYERS** 1-4 • **ESRB** E • **VMU PAGES** 5

Tubby, candy-colored hybrid penguin creatures slide, waddle, and swim their way to victory through a set of saccharine-coated wonderlands is the premise of the bizarre, but strangely hypnotic, *Pen Pen Trilcelon*. *Pen Pen* succeeds in actually flexing Dreamcast's graphical muscle by showing off some impressive high-res visuals. Unfortunately, the gameplay in *Pen Pen* can't quite keep up.



Each race consists of different segments in which you must swim, slide around on your belly using your fins as propellers, or walk. While the slidey and swimming bits provide a sensation of speed, the parts that force you to walk are complete torture. Imagine having to take corners as a tubby creature that moves at the speed of dust stirring on the ground without a wind. A sharp poke in the eye would be preferable. In addition, there are only four actual courses to race, with variations being the only difference.

Even then, though, *Pen Pen* has this inexplicable gravitational pull toward it. Perhaps it's the premise or the graphics. But ultimately, let your kid brother or sister save up their own dough for this one.

(+) Gorgeous high-res graphics are mesmerizing.
(–) Slow gameplay aimed at youngsters.

5 out of 10

Expendable

PUBLISHER INFOGRAMES • **DEVELOPER** RAGE • **ORIGIN** EUROPE
GENRE ACTION • **PLAYERS** 1-2 • **ESRB** M • **VMU PAGES** 4

When Infogrames announced that it was bringing *Expendable* Stateside, we were eager to see for ourselves if this *Contra*-type game would be a true homage to action gorefests of yore or just another disappointment in a long line of *Contra* knock-offs (which include many of the *Contra* sequels, oddly enough).

With over 20 levels, fast gameplay, and some fantastic explosions, the game plays exactly like its PC counterpart. With clean, high-resolution textures and environments, the game is nice to look at, but dark landscapes, blinding pyrotechnics, and tiny characters sometimes make it difficult to determine where you are on the screen (don't even think about Two-Player Mode). Big deal, right? Well, when the graphics get in the way of the gameplay by leading you straight into a Continue or Game Over screen, then prepare to be frustrated

Add to this repetitive gameplay with little variation, even with a ton of mission objectives, and you have a game that is sadly more forgettable than we'd like to admit. While all-out action fans may want to rent *Expendable* for a lark, others will be disappointed.

(+) *Contra* fans may find something to like.
(–) Confusing graphics and repetitive gameplay.

3 out of 10

Speed Devils

PUBLISHER UBI SOFT • **DEVELOPER** UBI SOFT • **ORIGIN** CANADA
GENRE RACING • **PLAYERS** 1-2 • **ESRB** E • **VMU PAGES** 59

Thirteen tracks, 13 cars, hulking dinosaurs, floating alien spaceships, giant condors, King Kong, wacky cartoon-style characters to race, power-ups for your car, multiple two-player modes, and reflections on the car models! *Speed Devils* sure is packed with stuff. On the 'stuff-o-meter' rating system, it's an easy eight. Oh – and wait – there are short-cuts on the tracks and a Quest Mode, too, so that's a nine. Wow.

And there's more great stuff. The tracks, for example, are really long, and it seems to take forever to drive around them. Just when you think you're done, you realize that you've got another two laps to go. The fun never ends (or, at least, it certainly feels like it never ends). There's even a Two-Player Battle Mode, where you 'fight' the other car and get points for sort of bumping into them. The 'stuff-o-meter' is fit to burst (*and the sarcasm-meter... –Ed.*). But there's no need to duck just yet, because *Speed Devils*, despite all the extras is – thanks to terrible handling, weak opponents, and uninspired track design – no fun to play at all. Oops...

(+) You can turn it off.
(–) Overly-long tracks and a poor physics model.

3 out of 10

Tokyo Xtreme Racer

PUBLISHER CRAVE • **DEVELOPER** GENKI • **ORIGIN** JAPAN
GENRE RACING • **PLAYERS** 1-2 • **ESRB** E • **VMU PAGES** 5-91

With a license from *Import Car Tuner Magazine* and some of the most drop-dead gorgeous graphics on Dreamcast, *Tokyo Xtreme Racer* is a hard game to really call. On one hand, it offers an unique racing experience, one in which your goal isn't to race across the finish line, but to outdistance your opponents while navigating the twists and turns of a Japanese highway. There are even cool bits like flashing your headlights at opponents to challenge in addition to a full-blown Quest Mode as well as a Two-Player Battle Mode. You might say that *Tokyo Xtreme Racer* is one incredibly fun and incredibly unique racer in its own right.

On the other hand, rather touchy controls (braking is useless, it's better to simply let off the gas), and the fact that there's really only one true track to race (different courses are mere variations of the one track), *Tokyo Xtreme Racer*'s unique slant on the genre will only appeal to those enamored with the sport of street racing.

(+) Fun for enthusiasts and looks amazing.
(–) Only one real track to race with touchy controls.

6 out of 10

Monaco Grand Prix

PUBLISHER UBI SOFT • **DEVELOPER** UBI SOFT • **ORIGIN** JAPAN
GENRE RACING • **PLAYERS** 1-2 • **ESRB** E • **VMU PAGES** 4+

Monaco Grand Prix never really manages to produce the sense of immersion that's essential to a good racing sim. Attention is squandered on details like multi-point car tuning, while more readily perceptible ones, such as environmental realism, AI, and car handling seem to have received too little. Unlike many other racing sims, it carries no license beyond the Monaco name, meaning that the courses are approximations of real locations and there are no real drivers to be found – a downer for purists. Thse purists may enjoy Retro Mode, but not for long, as it only allows you to race classic-era F1 cars around one track. However, the game falls shortest from the mark in respect to actual realism. Despite thorough tuning options, control is far from realistic, presentation is glossier than it is convincing, the sense of speed is subdued, and opponent AI may as well be non-existent. Consequently, *Monaco GP* will hold little enticement for sim fans.

(+) 17 courses and 22 competitors on track at once.
(–) Poor handling and presentation; no immersion.

4 out of 10

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RADAR

All the Secrets Revealed!

The best fighter on Dreamcast is the best for a reason. With a massive amount of secrets, we've gone the distance to provide you with a concise and complete guide to everything secret and hidden within the game. You'll be able to discover what portrait in which Art Card gallery will unlock what, and how to get the most out of the game that seems to keep on giving. Without further ado, let's get on with it.

Mission Possible

Soul Calibur features one of the most addictive and extensive secrets system available in a fighting game. Mission Mode works much like a quest with more than a dozen locations for you to battle through. Each time you win a mission, by completing certain prerequisites, you'll be awarded a set amount of points which can then be used to purchase Art Cards from the Art Gallery. Purchasing specific Art Cards will unlock different secrets, ranging from alternate costumes to new stages to new missions in Mission Mode.

THE ULTIMATE LIST:

The following list details which Art Cards unlock which secrets

GALLERY	CARD	SECRET UNLOCKED
The Tale Begins: Prologue	002	[illegible]
The Tale Begins: Prologue	003	[illegible]
The Tale Begins: Prologue	004	[illegible]
The Tale Begins: Prologue	005	[illegible]
The Tale Begins: Prologue	006	[illegible]
Souls Guided by Destiny	001	[illegible]
Souls Guided by Destiny	002	[illegible]
Souls Guided by Destiny	003	[illegible]
Souls Guided by Destiny	004	[illegible]
Souls Guided by Destiny	005	[illegible]
Souls Guided by Destiny	006	[illegible]
Souls Guided by Destiny	007	[illegible]
Souls Guided by Destiny	008	[illegible]

GALLERY	CARD	SECRET UNLOCKED
Souls Guided by Destiny	009	[illegible]
Souls Guided by Destiny 2	004	[illegible]
Souls Guided by Destiny 2	005	[illegible]
Souls Guided by Destiny 2	007	[illegible]
Souls Guided by Destiny 2	008	[illegible]
Souls Guided by Destiny 2	009	[illegible]
Souls Guided by Destiny 2	010	[illegible]
Symbiotic Special CG	004	[illegible]
Symbiotic Special CG	005	[illegible]
Symbiotic Special CG	006	[illegible]
Symbiotic Special CG	007	[illegible]
Symbiotic Special CG	008	[illegible]
Symbiotic Special CG	009	[illegible]

GALLERY	CARD	SECRET UNLOCKED
Symbols: Special CG	068	
The Chosen Ones: CG Characters	069	
The Chosen Ones: CG Characters	070	
The Chosen Ones: CG Characters	071	
The Chosen Ones: CG Characters	072	
The Chosen Ones: CG Characters	073	
The Chosen Ones: CG Characters	074	
The Chosen Ones: CG Characters	075	
Portraits of Souls	076	
Portraits of Souls	077	
Portraits of Souls	078	
Portraits of Souls	103	
Portraits of Souls	104	
Portraits of Souls	106	
Cursed Souls	107	
Cursed Souls	108	
Cursed Souls	109	
Cursed Souls	110	
Cursed Souls	111	
Cursed Souls	112	
Birth of a Soul	130	
Birth of a Soul	131	
Birth of a Soul	132	
Birth of a Soul	133	
Birth of a Soul	134	
Birth of a Soul	135	
Birth of a Soul	136	
Birth of a Soul	137	
Birth of a Soul	138	

GALLERY	CARD	SECRET UNLOCKED
Birth of a Soul	139	
Profiles of Warriors	191	
Profiles of Warriors	192	
Profiles of Warriors	193	
Profiles of Warriors	194	
Profiles of Warriors	195	
Profiles of Warriors	196	
Profiles of Warriors	197	
Profiles of Warriors	198	
Profiles of Warriors	199	
Profiles of Warriors 2	204	
Profiles of Warriors 2	205	
Profiles of Warriors 2	206	
Profiles of Warriors 2	207	
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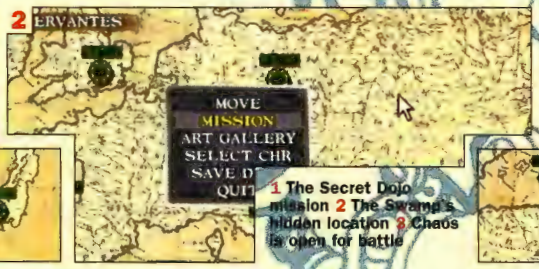
Profiles of Warriors 2	209	
Profiles of Warriors 2	210	
Profiles of Warriors 2	211	
Profiles of Warriors 2	212	
Profiles of Warriors 2	215	
End of the Quest	217	
End of the Quest	224	
End of the Quest	225	
End of the Quest: Epilogue	226	
End of the Quest	233	
End of the Quest	234	
End of the Quest 2	235	
End of the Quest 2	236	
End of the Quest 2	237	

NOTE: 'Stage' refers to a playable range for Arcade or Versus Mode, while 'Mission' refers to the name of the new location unlocked in Mission Mode.

SOULCALIBUR

Secret Missions

Beyond the Art Card secrets that you can uncover in Mission Mode, you'll also be able to battle through different Secret Stages which aren't visible on the map



1 The Secret Dojo mission 2 The Swamp's hidden location 3 Chaos is open for battle

A **Secret Dojo** lies along the mountain range along the coast just north of the island of Japan. Move the arrow up and down the mountains until you hear it click onto a location and press the A button. You'll discover a whole new mission! The Secret Dojo will pit you against an opponent (or opponents, depending on which in the series you fight) with the disadvantage of poisonous rats nipping at your feet. Once you clear the stage, you can then try your hand at the second mission in the same location, with a whole new objective.

Another secret location lies to the right of Ostrheinsburg Castle. Like the Secret Dojo mission, you must move the arrow around the area in order to 'click' it onto the hidden location. Wait to hear the no familiar vacuum-sound when you pass the arrow over a location. Labeled the '**Swamp**,' your objective is to avoid sinking into the floor and losing too much strength. You'll have to defeat multiple enemies as well. Once you clear the mission, you can then head onto the second version of 'Swamp' for a higher number of points.

A **special Chaos stage** opens up in which you are challenged by none other than Inferno, itself. To open this special stage, beat and complete the Water Vein mission the first time round. Do it and you'll spot Inferno's flaming noggin on each screen.

Arcade Mode

Beyond Mission Mode and back...

Below is a list of the characters available in Arcade Mode:

Hwang
Yoshimitsu
Lizardman
Siegfried
Rock
Seung Mina
Cervantes
Inferno
Edge Master

In order to unlock secret characters in *Soul Calibur*, you'll need to hone your skills at fighting your way through Arcade Mode. Each time you play through as a new character or secret character, you'll be awarded a new fighter or stage. While there are no specific requirements for unlocking the majority of the characters and stages (other than completing Arcade Mode), but unlocking Inferno is another story.

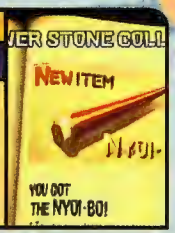
In order to do this, you'll need to first unlock Xianghua's 3P costume in Mission Mode. Once this is done, head to Arcade Mode and fight your way through using the 3P Xianghua. Once you complete the entire eight rounds in Arcade Mode, Inferno should be playable. You can continue during any of the eight stages, as well. It's also a good idea to note that after you receive Cervantes as a playable character, you'll then need to complete Arcade Mode in order to unlock Edge Master.

The *Power Stone* Collection Agency

Capcom's stellar Dreamcast debut into the 3D realm is every bit as stunning as its long-running *Street Fighter* franchise and packed to the hilt with secrets! Using the *Power Stone* Collection book in the game, you'll be able to keep track of your spoils. Complete certain requirements ranging from mastering VMU mini-games for coins to simply playing through Arcade Mode with different characters. Below is a complete list of how to get them all!

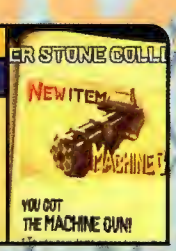
PAGE 1
LONG STAFF

Complete the game in Arcade Mode with the character of your choice. Once you do, you'll receive a new weapon, the Long Staff, which can hit your opponent at any distance on the screen!



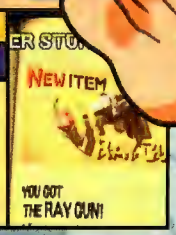
PAGE 2
GATLING GUN

Complete the game once more using a character different than the one you used to get the Long Staff and you'll be awarded the use of the Gatling Gun! You'll find it on Page Two of your scrapbook.



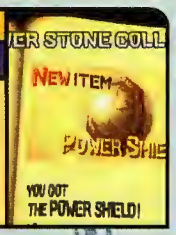
PAGE 3
RAY GUN

Complete the game a third time, using a different character and you'll receive the Ray Gun. Getting the hang of it, yet?



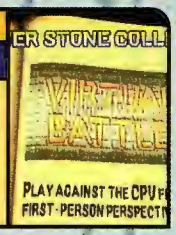
PAGE 4
SHIELD

Play through Arcade Mode with yet another character, different from the ones you've used before, and you'll grab the Shield on the fourth page of your scrapbook.



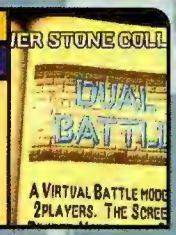
PAGE 5
FIRST PERSON MODE

Unlock Kraken as a playable character, then beat Arcade Mode playing as him. You'll be awarded First Person Mode, which lets you play against opponents using a new camera view.



PAGE 6
TWO PLAYER FIRST PERSON MODE

Complete the game in Arcade Mode with the character of your choice. Once you do, you'll receive a new weapon, the Long Staff which can hit your opponent at any distance on the screen!



PAGE 7
FOKKER MINI-GAME

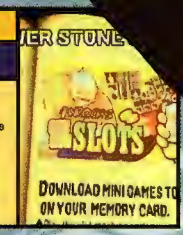
You'll be able to download a mini-game to your VMU if you manage to complete Arcade Mode using a new character. It's wise to bone up on all the characters' moves to complete collection.

PAGE 8
AYAME MINI-GAME

Complete Arcade Mode for the sixth time, using a completely new character in order to make a new mini-game available for download into your VMU made especially for Ayame.

PAGE 9
GUNROCK MINI-GAME

Okay... take a guess at the requirement for this one. Complete the game a seventh time using a new character. You'll then be able to download Gunrock's special mini-game into your VMU.



PAGE 10
KRAKEN

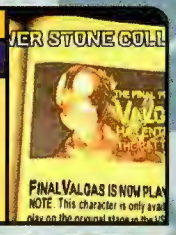
Once you complete Arcade Mode using each and every characters of the eight selectable, you'll be able to play as Kraken in any mode.

PAGE 11
VALGAS

Once you play through the game as Kraken, you'll then be able to commend Valgas like a puppet. Or something like that.

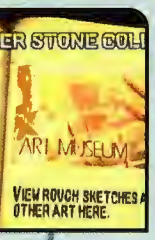
PAGE 12
FINAL VALGAS (VS MODE)

Okay, this one's a little tough. Set the game difficulty to Level 8 and run through Arcade Mode using Valgas and without using a single continue. Succeed and unlock Final Valgas for use in Versus Mode.



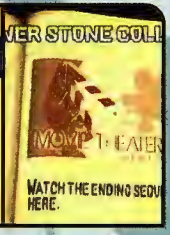
PAGE 13
ART MUSEUM

If you're good enough at collecting coins in the various VMU mini-games, you'll have no problem snatching up 1000 of them. Once you do, you'll then be able to open the Illustration Collection!



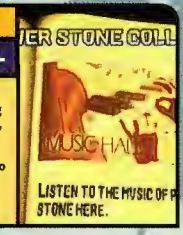
PAGE 14
ENDING COLLECTION

Welcom to the Movie Theater where you can watch anding cinemas like they're going out of style. Finish the game as any character and you'll receive this option and that character's ending to view.



PAGE 15
MUSIC HALL

Now if you're really, really good at collecting coins in the mini-games, grab 2000. When you do, you'll unlock Music Hall, which allows you to test out any of the sounds or music tracks found in *Power Stone*.



[True blue spirit]

Sega fans show their devotion at Gamers Day 1999

Sega's annual Gamers Day has always been a press-only event, but this year was different. While there were still areas within the company's new San Francisco digs that were off-limits to anyone without the proper credentials, legions of Sega fans from around the Bay Area were invited to show up outside and flaunt their true blue spirit – literally.

With the promise of prizes (and the opportunity to hang out in Sega fan heaven for a little while), nearly 50 would-be Sonic the Hedgehogs turned out for the event, joined by dozens of other fanatics decked out in blue wigs, blue makeup, and, well, pretty much anything with a little blue in it. Some of the costumes rivaled Sega's own official mascot getup, while others were little more than the result of a few cans full of hairspray and some cleverly molded Styrofoam. Despite their crudeness, the ensembles said a lot about the devotion that Sega still commands – despite some rocky times in the past.

When all was said and done, seven lucky Sonic wannabes received prizes, which ranged from Sonic T-shirts to $500 checks "signed" by Sonic himself. Unfortunately, our attempt to enter Randy's stuffed Sonic doll in the competition met with less than approbatory looks from the judging panel, not to mention the other contestants ...

Gamers Day gave the public a sneak peek at Sega's Assault Tour vans (top), but the real draw was the "biggest fanatic" contest (above), complete with lots of blue makeup and papier-maché.

[Music for the masses]

Dreamcast featured at second annual Family Values Tour

Dreamcast is tagging along on one of the alternative music scene's biggest yearly events: the second annual Family Values Tour, which got underway on September 21 and will wind its way around the country until November 7.

Limp Bizkit: Dumb name, or what?

In addition to taking in tunes from the likes of Limp Bizkit, Filter, Crystal Method, DMX, and Method Man & Redman, concert-goers will be able to go hands-on with the latest Dreamcast games before the show, courtesy of Sega's ongoing Mobile Assault Tour.

Rounds of the Sega Dreamcast Championships are also being held at each stop, giving top *Sonic Adventure* players the chance to win a $15,000 grand prize.

To the right is a list of tour dates and stops for the 1999 Family Values Tour. November dates and venues had not been announced as of press time.

>Family Values Tour Dates

```
10/01 Hartford CT /Civic Center
10/02 Uniondale NY /Nassau Coliseum
10/03 Philadelphia PA /First Union Center
10/05 Grand Rapids MI /Van Andel Arena
10/06 Indianapolis IN /Market Square
10/08 Columbus OH /Schottenstein Center
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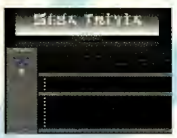
[Sites to see]

Top Sega-related destinations on the Web

The Art of Panzer Dragoon
Oodles of artwork and background information on one of Sega's finest shooter and role-playing series.
www.anet-chi.com/~stickle/panzer/lagi.htm

The Strange (and Rare) Videogames Pics Page
Information and images relating to rare and classic Sega systems.
members.tripod.com/faberp/



Sega Trivia
Test your knowledge on a number of Sega-related topics, including games, series, and important people.
outpostsega.hypermart.net/trivia/

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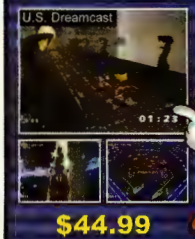

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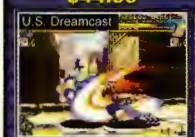

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WIN!

What? Another chance to win your own arcade machine? Is this magazine mad? Or do we just have a few too many coin-ops cluttering up the hallways...

There's this great episode of *The Simpsons* (we're on a Fox trip this month here at **DCM** – check out the *Planet of the Apes* Special Report) where Homer unearths his 'Wunderbat' baseball bat for the power plant game. He fashions it from a branch that falls on his head during a storm, and goes on to hit, erm, 'homers' at every game. Yeah, that's great, we hear you cry, but what's all this got to do with winning a coin-op?

Sega has a brand-spanking new Naomi-powered *World Series '99* arcade machine that they're eager to have removed from their test-labs to make room for a highly secret project involving a helicopter peripheral for Dreamcast much like James Bond's 'Little Nellie' (that last part may not be true). Anyway, the point is that it could easily find its way into your bedroom or garage (the coin-op, not the helicopter), should you accept the following challenge.

What do I have to do to get my hands on the coin-op?

Inspired by Homer's efforts, we would like you to build the ultimate 'Wunderbat' baseball bat. Actually, when we say 'ultimate' we mean 'biggest.' The reader that makes the biggest homemade baseball bat wins. You can make it out of anything you like, providing it's legal and relatively harmless (disused Soviet nukes are probably not the best option, for example), and to prove it to the expert panel of judges here at the magazine, we require you send a photograph of yourself, bat in hand. The bats will be judged on size, but they must look like a baseball bat and not, say, that fallen tree in your grandma's garden. Or your grandma.

Entries are limited to aone per person and the closing date for entries is December 5th, 1999. So what are you waiting for? Get going!

Stuff our lawyers want you to read...

One entry total per individual. All entries must be received no later than December 5th, 1999, with the winner being announced on or around April 4, 2000. The editors of the Official Sega Dreamcast Magazine will be the judges, and their decision is final. By entering this contest you agree that the Official Sega Dreamcast Magazine, Imagine Media, and the other contest sponsors may use your name and competition entry for promotional purposes without further payment. All prizes will be awarded and no minimum number of entries is required. Prizes won by minors will be awarded to their parents or legal guardians. Imagine Media is not responsible for damages or expenses that the winners might incur as a result of the Contest or the receipt of a prize, and winners are responsible for income taxes based on the value of the prize received. A list of winners may also be obtained by sending a stamped, self-addressed envelope to Imagine Media, Inc., c/o R. Nelson, 150 North Hill Drive, Brisbane, CA 94005. This contest is limited to residents of the United States. No purchase necessary; void in Arizona, Maryland, Vermont, Puerto Rico, and where prohibited by law.

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WHO WOULD WIN IN A FIGHT?

SEAMAN

COUSTEAU

This issue, sub-aquatic fish-thing Seaman squares up against the late, great, intrepid undersea explorer (and Frenchman) Jacques Cousteau. Things could get ugly! Write in and tell us who you think would win and why. Send your theories to fight@dreamcastmagazine.com

WHO DID WIN IN A FIGHT?

Last issue, we asked you who would win in a fight between Yuji Naka and his most famous creation, Sonic the Hedgehog. This answer from Corey Ressler seemed reasonable enough: **I think Sonic would definitely win by letting Naka get close enough and then charging up and taking his legs off. It's just like Darth and Luke and Frankenstein and the doctor — what they create always gets back at the creator — "What have I done? I created a monster! Aaaaargh!" Oh, and plus, it's like, 'duh,' of course Sonic would win: ill mutated hedgehog vs. 'normal guy.'**

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